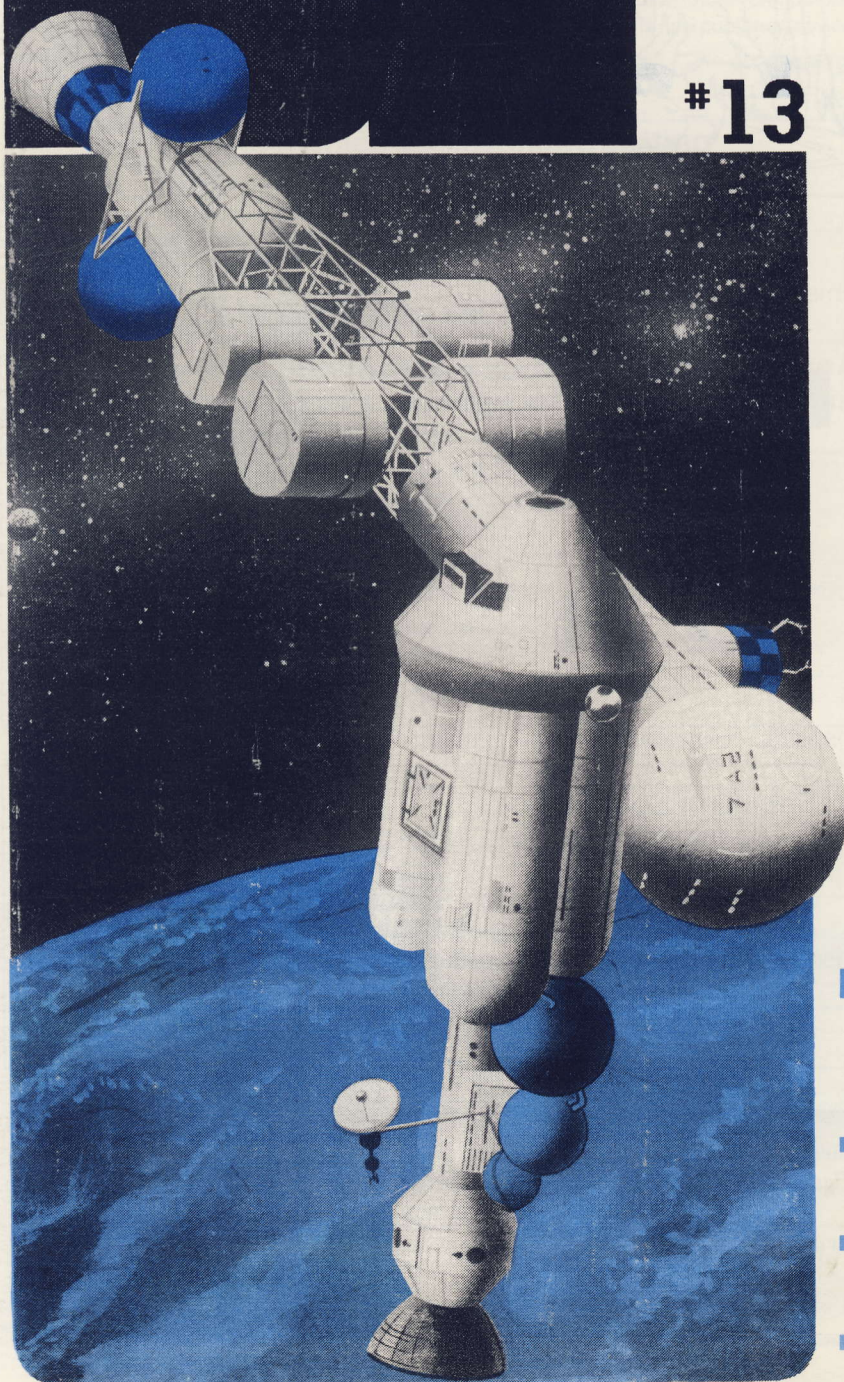


VOYAGES

STF

#13



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INSIDE

**Mechanics Of
Adventure Writing**
A Referee's Guide

PLUS

SPACE 1889

Rails In The Astusapes

STAR WARS

Twinkle, Twinkle Little Star

2300 AD

Fort Bliss Class Destroyer

REVIEWS

Torg, Buck Rogers XXVc

For hobby enthusiasts of
adventure gaming

Science Fiction, Science Fantasy,

Espionage, Horror & more!

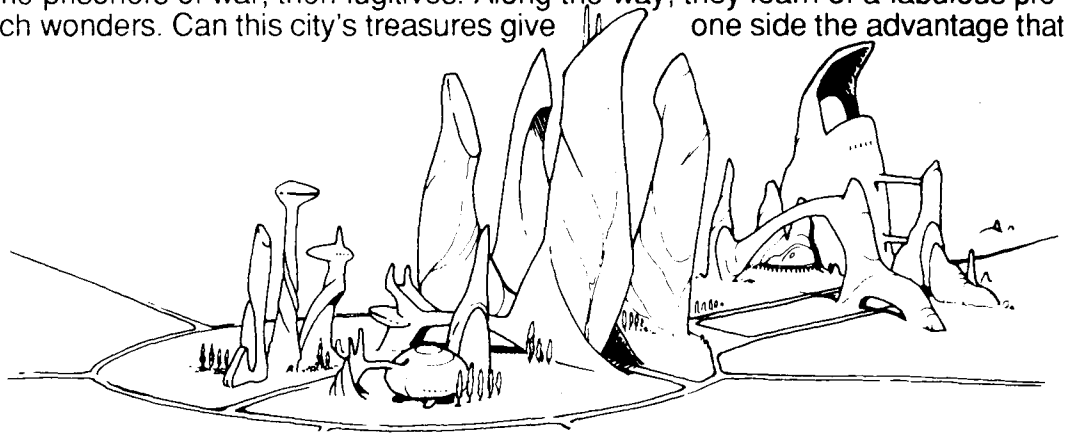
KNIGHTFALL

THE LOST LEGACY OF THE LONG NIGHT

Innocent traders run afoul of local politics and are caught up in the battles of the Rebellion itself. But that's just for starters! They become prisoners of war, then fugitives. Along the way, they learn of a fabulous pre-Imperium lost city of high-tech wonders. Can this city's treasures give one side the advantage that will win the Rebellion?

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Of course, the adventurers are pursued by agents from all sides of the Rebellion. Stopping even for a day can be hazardous to their health.

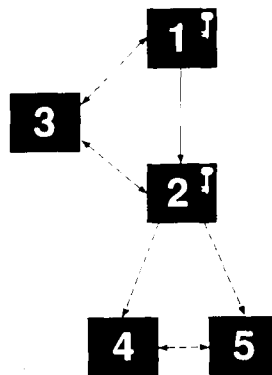
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WELCOME ABOARD

"Science Fiction, Science Fantasy, Espionage, Horror and More!" As the lower cover blurb indicates, we are expanding our coverage in **Voyages SF** to include games which often fall into the loose category of "other" (most of which easily fit under the classification "Science Fantasy," which is encompassed by the "SF" on our cover). Just to throw a few examples at you, we are now looking for freelance submissions for such games as Top Secret, MSPE, James Bond 007, Call Of Cthulu, Chill, Ghostbusters, TMNT, Champions, etc. The only genre we're not interested in is heroic fantasy. Of course, SF remains our primary area of interest to which the majority of our pages will be dedicated.

A look at our survey results will show that readers were evenly split over the issue of adding Espionage coverage to the magazine. Truthfully, we want to keep all our readers happy, even those who didn't want to see our coverage expanded,

but it's really not a bad thing and I'll tell you why. By expanding our coverage to other games, we increase our ability to attract more readers and also more advertisers, which means a greater circulation and increased income, which in turn means we'll be able to add more pages to the magazine. Put simply, this will better aid us in publishing a more successful and widely read magazine.

In **Voyages SF 10**, I stated in "Battles of the free lance" my displeasure with publishers that attempt to avoid paying contributors, and discussed my own experience with a zine that I did not then name. Many readers correctly guessed that the zine was **SpaceGamer**, then published by 3W, Inc. **SpaceGamer** is now owned and published by Future Combat Simulations, and the new publisher has requested that I let **Voyages SF** readers know that all future contributors will be paid for their work. The new publisher previously served

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A complete listing of all planets and sectors from all Star Wars sources, with a map. *Glen Allison*
-
- 16 The Fort Bliss Class Destroyer**
A starship for the Texas Navy.
Don Wayland Shanks
-
- 18 "Somebody's out to get us. They've hired bounty hunters."**
Special illustrative presentation.
-
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A ridiculously funny, tongue-in-cheek scenario for Espionage RPGs.
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VOYAGES SF

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Reviresco (Inside back cover)
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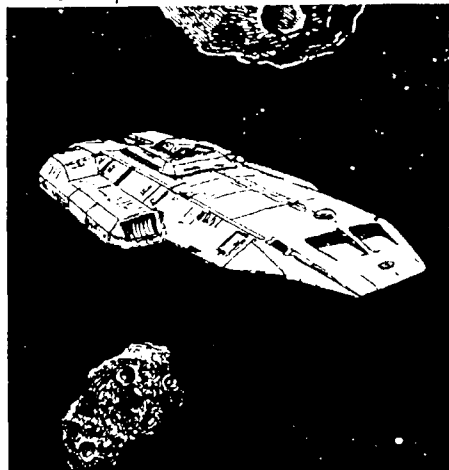


Games
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commmlink

Publishers desiring more informative write-ups of their releases should send advance announcements and/or product samples.

From *Seeker's* System Defense Boat & Jump Shuttle.



Question mark indicates release date unknown. Parentheses indicate intended release date. Dates not in parentheses indicate item available at preparation of this column.

B. T. R. C.

Time Lords: Time Capsules, \$6.95, Oct

Chaosium

Call Of Cthulhu: Blood Brothers, \$18.95 (Nov)

Chessex

Skyrealms Of Jorune RPG (3rd ed.) \$20 (Nov)

FASA

BattleTech: BattleTech Reinforcements II \$15, Jul
Battle For Twycross \$8, Jul
BT Compendium, \$15, Aug
Wolf Clan Sourcebook, \$12 (Nov)
Renegade Legion: Legionaire RPG, \$20, Aug
Tessdrake Run, \$8 (Nov)
Shadowrun: Downtown Militarized Zone, \$30, ?
Paranormal Animals Of North America \$12, Jul
Queen Euphoria \$8, Aug
Grimoire Magic \$12, Aug
Dragon Hunt, \$8, ?
Univ. Brotherhood, \$12, ?

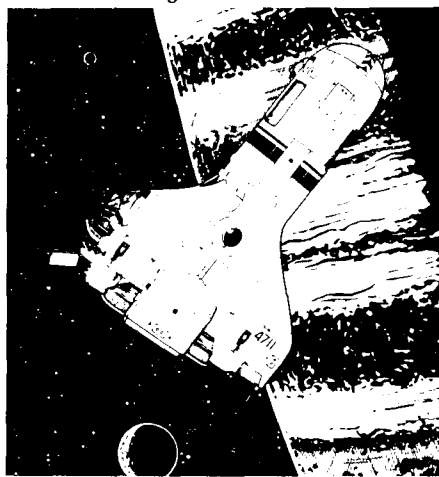
GDW

Cadillacs & Dinosaurs RPG, \$18 (Nov)
MegaTraveller: Knightfall, \$10, Oct
Twilight 2000: (2nd ed.) book \$20/boxed \$24, Aug
American Combat Vehicle Handbook, \$12, Sep
Soviet Combat Vehicle Handbook, \$12 (Oct)
Infantry Weapons of the World, \$12 (Nov)
2300 AD: Rotten To The Core \$8, Aug

From *Rapport Games'* Attack of the Humans.



From *GDW's* Knightfall.



Games Workshop

Advanced Space Crusade (brdgame), \$47.95 (Oct)
Warhammer 40K: Softcover rulebook, \$24.95, Jul

Hero Games

Champions: Invaders From Below, \$10, Jun
Kingdom Of Champions, \$18, Jul
Champions In 3-D, \$16, ?
Demons Rule, \$7 (Oct)
Alien Enemies, \$12 (Nov)

Iron Crown Ent.

Cyberspace: Body Bank \$10, Jul
Death Valley Free Prison \$16, Jul
Death Game 2090, \$9, ?
Armored Assault: Arm. Reserves \$15, Aug
Metal Express: Overkill: The Ptolemean Wars, \$14, ?
SpaceMaster: Companion I, \$13 (Oct)

Leading Edge

Phoenix Cmd: Civilian Weapons Data, \$8.95, ?
Aliens: Colonists' Last Stand, \$24.95 (Oct)
Living Steel: Trident/RMBK, \$9.95, Jun

Palladium Books

Ninjas & Superspies (reprint) \$14.95, ?
RoboTech Video #1, \$29.95 (Nov)
TMNT: G.M. Shield Pack \$11.95, Aug

Rapport Games

Attack of the Humans RPG, \$15, Aug

R. Talsorian

Cyberpunk RPG (2nd ed.), boxed, \$25, Aug
Chromebook, \$10 (Nov)

Mekton: Roadstriker II, \$10, Jun
Mekton Empire, \$14, ?

Seeker

MegaTraveller: SDB & Jump Shuttle, \$11.95, Jul
25mm deck plans drawn by S. R. Greene, complete with description and stats, with full profile illustrations. Includes "Hindsight," fiction involving the 38th System Defense Squadron.

Stellar Games

It Came From The Late, Late Show RPG, \$7.95, Sep.
Late, Late, Late Show II, \$7.95, Sep
Nightlife RPG, \$12.95, Sep
Magic, Witches, Etc., \$9.95, ?

Steve Jackson

Ogre/GEV minibox game, \$9.95 (Oct)
Car Wars: Aeroduel, \$19.95, Aug

CW minibox game, \$9.95, Sep
CW Card Game, \$14.95 (Oct)
CW Tanks, \$19.95 (Nov)

Task Force Games

Starfleet Battles Rev: Basic Set unboxed, \$29, Aug
New Worlds II, \$14.95 (Oct)
Adv. Missions, \$29.95, ?

Tri Tac Systems

Stalking The Night Fantastic RPG (new ed.), \$17.95, Aug

TSR

Buck Rogers XXVc: Buck Rogers, \$9.95, Jul
Mars Accessory, \$9.95, Aug
25CR2 Earth Accessory, \$9.95 (Oct)
N.E.O., \$9.95, ?
Marvel Superheroes: Marvel Handbook #6, \$15.95, Jul

Waterford Pub.

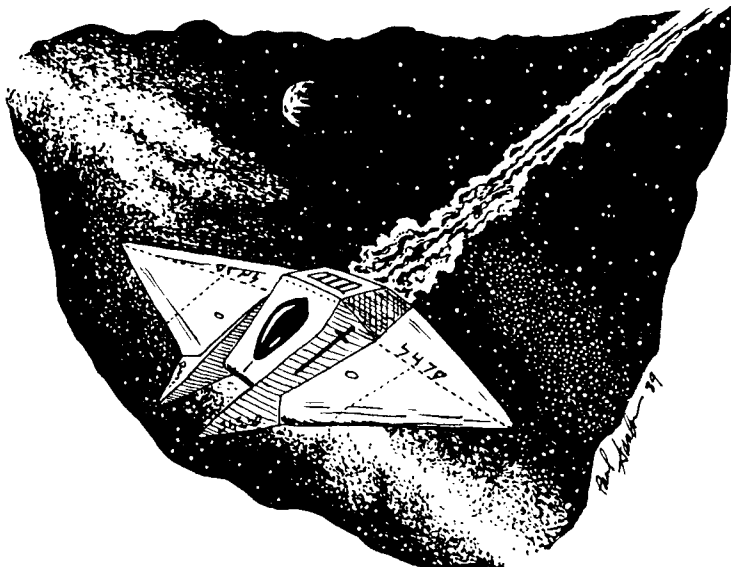
High Colonies: Seraglio Station (Oct)

West End Games

Star Wars: Isis Coordinates, \$10, Aug
Imperial Troopers (miniat.), \$12, Aug
Zero-G Assault Troopers (miniat.), \$12, Aug
Rebel Alliance Sourcebook, \$18 (Oct)
Death/Undercity, \$10 (Nov)
Torg: The Asyle Sourcebook, \$18 (Nov)
The Dark Realm (novel), \$4.95, Aug
Cyberpapacy Sourcebook, ?
Nippon Tech Sourcebook, ?
The Forever City, \$12, Sep
Cassandra Files, \$12, (Oct)
The Nightmare Dream (novel), \$4.95 (Nov)
Paranoia: The R & D Catalog, \$15, Jul
Death, Lies & Videotapes, \$10, Sep

Whit Prod.

Mutazoids: Mutazoids Plus, \$10, ?
Mutazoids Handbook, \$10, ?



Perhaps one of the most difficult balancing acts to manage is that of the referee. So much is dependent upon this one person for the successful outcome of an adventure session and so very little is actually written to aid the referee in achieving this goal. Therefore, I have put together what I feel is the recipe for successful refereeing. Simply follow the directions and you'll be cooking!

The first things that a referee must always consider when running an adventure session are the Prime Directives of Refereeing, which are as follows:

ONE: NEVER FORGET THE NEEDS OF YOUR PLAYERS!

It can't be stressed enough that the job of a referee is one of absolute service to the players. It takes a very special person to be a referee. The satisfaction in refereeing should not come from the power which you may wield over your players, but rather from the opportunity to act out a diversity of roles and create a multitude of settings through your own unique powers of description. For the referee, the joy of roleplaying should come from watching others enjoy your creations. As such, it should be remembered that you are there for your players. Nothing is worse—or more boring—to a group of players than adventuring through the domain of the referee's own ego trip.

The referee must provide an initial environment which is challenging but not stifling to the characters; a world in which the characters may act upon, influence and, hopefully, change in some positive direction. The players represent the random element of change, the unforeseen factor. Nothing in the world of adventuring should be set in stone, otherwise the result creates a world in which the players are unable to act as a force of change and become reactionary. If you as a referee create a story in which the players become accessory to the plot, then the role of the player characters becomes of no effect, and you might as well abandon your campaign or you will soon find yourself roleplaying in an empty room, with no players and a host of NPCs which you can manipulate to your heart's desire.

TWO: ALWAYS BE CONSISTENT!

To the players, nothing is worse than being subject to a referee who either doesn't know the rules, changes the rules spontaneously out of convenience, or disregards them completely. The rules that

The Mechanics Of Adventure Writing



A Referee's Guide

Aubrey Forest Melchert

govern the game are there to define the laws under which that particular universe operates. And, although a certain degree of arbitration may be required, since no rule system can be entirely comprehensive, this should always be kept to an extreme minimum. If you find yourself arbitrating too frequently, or changing and modifying the rules (without prior consent of your players) on a regular basis, you might consider reacquainting yourself with the rules again, or you might find yourself out of a job.

THREE: HAVE FUN!

A lot of responsibility and work rests on the shoulders of the referee, and for every hour of play, at least one hour of preparation has gone into ensuring that all have fun. Yet the satisfaction and approval one gains through refereeing far outweigh the work it took to get where you are now.

Always go into a gaming session with a positive attitude. If you are tired, angry or fatigued your players will sense this and it's effect upon the game session can often prove disappointing to say the least. There is a delicate balance of interdependence between the players and the referee; your reward comes through watching their enjoyment of the game, and their's comes from watching your reactions to their actions. If you become frustrated or flustered, so will your players.

COMPOSING ADVENTURES

When composing an adventure, or any story for that matter, there are three basic considerations which the referee must take into account. They are as follows:

THE SETTING

When one considers the setting of any

story, the author must first address the question of what they are trying to accomplish with the story. What goals would you like to see accomplished? The goals which you aspire to within the story help lay the foundation upon which the rest of the work shall be built. Will the story involve mainly action, or will it explore the realms of morality and ethics—the deeper facets of the human spirit. You will find that the best works of fiction involve a balance of these two elements.

Once you have determined what kind of story you would like to create, then you must find what setting would be the best vehicle for the story. Often this process does not have to involve only the referee, but may be done with the input of the players; and since it will be they who shall live out the story, I would advise their participation at this stage.

In roleplaying terms, the setting that you choose is generally which game you elect to play. And since most players find it most rewarding to play in a long running campaign in which they may watch their characters develop over the period of several weeks, and sometimes months or even years, this choice is of paramount importance, and should be given a great deal of thought. Once you have a setting selected and have a firm idea of where you want to go with it, you can proceed to the second stage, which consists of populating the world in which the players shall live.

THE NON-PLAYER CHARACTERS

In the past, a great deal of popular fiction involved telling a story in which the characters were a part of the events which transpired around them. However, today, popular fiction no longer places the story around the characters but rather has

realized that the characters are the story, their growth through the experiences around them are what makes the story interesting. As such your stories, when roleplaying, should center upon the characters within your group, and the growth that each of them may experience through the process of roleplaying. Similarly, the story which you compose for your characters to act within and upon should not comprise a series of events, but rather a series of interesting allies and adversaries which the players may encounter through the course of play.

When considering NPCs, one must realize the important roles and functions each kind of NPC will fill. Allies are generally there for the players' support, and assist, if sometimes bail out the players when they are in trouble. However, this assistance should not be abused or the players will lose their sense of independence within the game. Adversaries, on the other hand, come in three varieties: Thugs, Henchmen, and Villains.

Thugs present themselves as the cannon fodder of the adventure. They are the swarming and seemingly endless masses of opposition which the villains and their henchmen may send forth to afflict and torment the players. Alone, thugs present a very limited challenge. In groups, they can be quite threatening.

Henchmen are the arms and legs of the villain and often, if not always, are the ones who carry out the villain's nefarious plans. Every villain will have at least two (but rarely more than four) good henchmen; the henchmen, themselves, may prove to be quite dangerous, often able to capture, injure or even kill a player character if the player isn't on his or her toes. Henchmen should be strong enough to last through quite a few fights before being brought down by the players. This makes the illusion of danger which they represent far more impressive, and the savor of victory so much sweeter when they are beaten.

Finally, there is the villain to consider. The villain is the primary motivating factor of the entire campaign. It is the evil designs of the villain which sets the action in motion and provides the players with their reason for being. The lives of the players and the villains that they encounter are inexorably intertwined. Truly one could not exist without the other, for what would a protagonist be without an antagonist, except just another guy on the street? It is for this reason that the villain must be preserved until the very climax of the story. Above all else, a referee can't afford to risk the life of the villain early on in the game. It

is through the actions of henchmen that the players will come to know who it is that they are really up against. A primary example of this is the *Star Wars Trilogy*. The real villain of the story was the emperor. However, it is not until the last book that the true magnitude of the villain's power is made manifest. So to should the character of the villains of your stories be.

FLEXIBILITY

The flexibility which the referee is able to maintain through the course of the campaign is the glue which binds the story together. No referee can possibly predict every possible reaction which a player or group of players may have to the situations and encounters which they are presented with; therefore, the referee must, with an open mind, create situations which can be addressed by various responses, yet have the same result. Player characters are the story's most important resource and, if handled correctly, will add variety, create their own plot twists and sub-plots, giving the story its real depth and interest. Remember the first Prime Directive of Refereeing, "Never forget the needs of your players!" If you as a referee are too rigid about how or in what way a plot complication may be resolved, the players will begin to suffocate and eventually, their characters will become accessory to the plot, destroying all that you and your players have worked for, which is the successful resolution of the story. Once the players become accessory to the plot, they become tools in the hands of the referee and of no effect to the outcome of the story.

If the circumstances should ever arise that you have severely underestimated the abilities of your players, remember that you as the referee have an unlimited budget of resources from which you may draw upon. However, be warned, this is not something that you can abuse, the result of which is the eventual discouragement of the players and, once more, their characters becoming accessory to the plot.

The art of refereeing is not one which is easily mastered. It takes years of practice and dedication to become truly exceptional. However, the road to that ultimate goal of being known as a Game Master is filled with endless rewards, lessons and experiences which you may take with you for the rest of your life. I hope that your journey will be as exciting and enriching as mine has been! ★

Voyages SF 13 Reader Survey

Readers are encouraged to complete the survey below. Either photocopy this form or list the article numbers, with appropriate ratings, on a post card. Rate articles: Excellent-4, Good-3, Fair-2, Poor-1, Not read-0.

- 1 ☐ Commlink
- 2 ☐ The Mechanics Of Adventure Writing
- 3 ☐ Rails In The Asturias
- 4 ☐ PROPS
- 5 ☐ Bounty Hunters
- 6 ☐ Operating A Starship
- 7 ☐ Twinkle, Twinkle Little Star
- 8 ☐ Raid On The North Pole
- 9 ☐ Exercise
- 10 ☐ Katlin C. Buchannon
- 11 ☐ Reviews
- 12 ☐ Sanity In Space

Q1 ☐ Is this issue better than our last (Yes or No)?

Q2 ☐ Including yourself, how many people read this issue?

Q3 ☐ Rating in order of preference the most recent issues of the gaming magazines you read, where would you rate this issue of VOYAGES SF (1 is high)?

Q4 ☐ What one game would you like to see more coverage of?

Please feel free to include additional comments. Mail completed survey before December 15, 1990.

(continued from page 3)

as Art Director for **SpaceGamer** under 3W, and resigned because of difficulties created by 3W's failure to pay contributors. He has stated that it is important to him that contributors know they will receive remuneration for their work.

- James B. King

Voyages SF 12 Survey Results

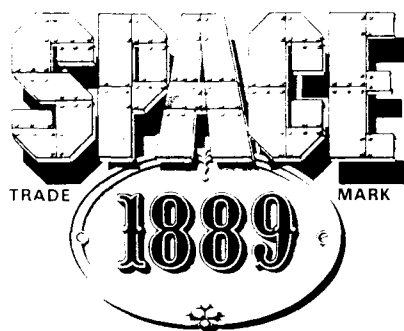
- Graphics & Illustration - 3.7
- Stealth Aircraft - 3.4
- Long Term Star Wars - 3.3
- A Guide To Blaster Weapons - 3.3
- Reviews - 3.0
- Words To Game By - 3.0
- Finders, Inc. - 2.9
- Commlink - 2.7
- Hide And Go Seek - 2.6
- S-16 Patrol Shuttlecraft - 2.4

Q1: Is this issue better than our last? 83% said Yes.

Q2: Including yourself, how many people read this issue? 4.0

Q3: Rating in order of preference the most recent issues of the gaming magazines you read, where would you rate this issue of VOYAGES SF (1 is high)? 1.6

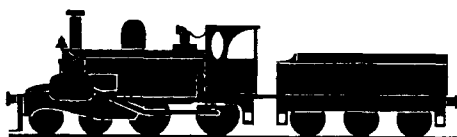
Q4: Would you like to see coverage in VOYAGES SF expanded to contemporary/espionage games? Yes-43%, No-43%, Don't care-14%



Rails In The Astusapes

An adventure
by Glen Allison

Typical British Rail Equipment



Steam Engine & Coal Car



Passenger Coach



Goods Wagon

The Syrtis Major-Martian Times

Monday, May 12, 1890

Boreo Syrtis to be linked by rail!

Our reporter in Meroe, center of commercial activity in the Boreo Syrtis League, has just sent word that Sir Geoffrey Brixham-Smythe has only just completed the final arrangements for laying rail from Parhoon to Meroe. This news is most welcome since our friends in the north are unable to transfer goods any faster than a canal barge can float it.

Bhutan spice will soon be arriving in Syrtis Major on a regular basis on rails that are soon to be laid, starting from Parhoon and driving north until our illustrious engineers reach a depot soon to be built in Meroe. One thousand miles separate us from our colleagues in the north. But engineers state that the line can

state categorically that rails can be laid at the rate of eight miles per day. This means that a complete line from Parhoon to Meroe may be operational within 130 days from the start of track-laying.

When interviewed, Jack Greenwall, Head Engineer for the new Great Martian Northern Railway, admitted that the chief problem to be faced is supplies for the rail line. "Steel and wood are the two most crucial elements and we have very little of either. Fortunately, British and American scientists have been working on a solution to the problem for the last few years. I don't have the details, but from what I can find out, they have found a way to

Lancaster Expedition returns

Sir Nigel Lancaster, Earl of Southwest-Northwycke, and his party have returned from an exploration of the wilds to the west and north of Syrtis Major carrying Moabite Fire Gems, trophies, and some hair-raising tales to tell about their experiences. Lady Catherine will be receiving guests at a party to be held next week.

When asked about his most interesting experience on the expedition, Sir Nigel was reported as saying, "We had a ripping good time during a three-day sand storm. We held a marvelous three-day Whist party."

Great Kommota trophy

Sir Jonathan Quimby-Smythe, noted explorer and big game hunter, managed to find and kill a legendary Great

A Railroad In The Making

EARLY IN 1887, the British Colonial Office on Mars was approached by a group of Martians and British, representing the newly formed Great Martian Northern railway. They asked the Colonial Office to help expedite a treaty to allow the building of a railway connecting the two colonies. Sir Geoffrey Brixham-Smythe realized immediately that a railway would help the British control the region and allow rapid connections with the northern colony as well as aid in the transportation of Bhutan spice, so he agreed to help. Eventually, he came to the conclusion that transporting engines to Mars from Earth was not impossible, and coal was already being shipped so that was not a problem. But Mars was short on two other sorely needed materials, wood and iron.

Percival Shedwell, the Chairman of the Board of Directors, immediately explained that scientists from Britain and America, after years of experimentation, had managed to invent a machine that would, using ores drawn from Mars itself, create an alloy nearly as strong as iron that could be used for rails. The sleepers (or ties as the Yanks call them) could be made from cement and could also be made on Mars. Once these drawbacks were overcome, Brixham-Smythe immediately began speeding the process of negotiating a treaty between the Martian city-states of Boreo Syrtis and the British colony of Syrtis Major for the purpose of building a rail line between the two.

The first rail was placed on ties and fastened down on June 20th, 1889. On the first day, only three miles of track were laid. But by the eighth day, track layers were managing at least seven

miles per day and occasionally ten to eleven mile days. Everything went well for a month before things began to go sour. Workers began falling ill. Two of the work engines were temporarily put out of commission because the wrong grease was used for cylinder packing. The safety valve on the boiler of the rail making machine failed and three operators were injured and one killed by the boiler explosion.

By the end of September when the rails should have been entering Meroe, the line was practically stalled in the Astusapes Highlands, 500 miles or more behind schedule. And just yesterday, the rail line's entire survey crew disappeared. Unless they can be found, more surveyors must be brought from Earth and the railroad will be stalled for at least five more months before work can continue.

The management of the railway had not taken several things into consideration before starting the line. The mad King Hattabranx of the High Martians quickly took a disliking to the British intrusion into his territory. When the survey parties entered the highlands, they found themselves ferociously attacked by High Martians at every opportunity. Also, Canal Martians soon gathered in Syrtis Major protesting the evil thing that was about to threaten their business of hauling people and goods up and down the canals. Rumors also abounded involving the Germans who were not happy with the increased power a railroad would give the British on Mars.

The player-characters are being sent to the end of the rail line by the Colonial Office to try and find the people responsible for all the problems that plague the Great Martian Northern Railway. Also, they are to find and rescue the missing

survey crew, if they're still alive. The characters could have taken the job for one of several reasons. First, they might have a part ownership in the railway. Second, they might be related to one of the missing survey crew members. Third, they might have been approached by Sir Geoffrey Brixham-Smythe, of the British Colonial Office, who asked them to do it for the Crown. Fourth, they might have responded to an advertising flyer for the job.

Referee's Synopsis

THIS ADVENTURE is set up much like a "western" adventure on Earth. The High Martians are the Indians who feel that the White Man has no business in "his" territory. The German saboteurs are like the men who work for a rival railway, etc., etc. The adventure should flow something like this:

1. The PCs go to the end-of-the-line camp to, a) find out who the saboteurs are and, b) find and rescue the survey party.

2. While on the way to the camp, the PCs are attacked in their railway coach by High Martians who are attempting to stop the train. The attack should be beaten off without too much trouble, although at least one NPC will be seriously injured.

3. While the PCs are in camp investigating the sabotage and trying to figure out where to look for the survey party there is another boiler explosion on the rail making machine.

4. Before the PCs head out to find and rescue the survey party, the High Martians stage a raid on the camp.

5. After surviving the raid, the PCs go out into the Astusapes Highlands to try and find the survey crew.

Event: Train Raid

Read aloud: "The days have been hot and dry. Ten hours on the train have drained you of energy. The rocking and swaying of the coach at speed lulls even the most adventurous into complacency. Two coaches to the front, the engine's whistle screams a challenge to the desert afternoon. Looking out the window you see a small station ahead. A man stands on the platform with his arm outstretched, holding a message hoop. The engine driver slows the train slightly, leans out and takes the message on the fly. The whistle screams again and the train picks up speed.

"Soon, you see the Highlands looming closer. The train slows slightly, and you can feel the engine working harder as you hear a blast of exhaust from the stack and see the black, sooty smoke broiling into the sky as the train tackles the impressive grade in front of you.

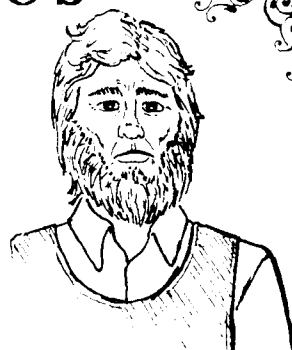
"The conductor steps into the coach and loudly tells everyone to close their windows. Soon, everything goes black and a blast of the engine's exhaust echoes loudly in your ears. The coal smoke is suffocating, and everyone is coughing and choking on the fumes. After what seems an eternity, the train blasts out of the tunnel into the glaring sunlight and everyone quickly opens their windows to help rid the coach of the roiling smoke still inside.

"Now the rock walls are so close you can reach

IMPORTANT NPC'S

William Cargill (Trained NPC):

BILL CARGILL (a.k.a. Wilhelm Kreuger) is one of the four blacksmiths working at the "end-of-the-line" workers' camp. Wilhelm is a saboteur working for the German government. He is responsible for the missing tools, incorrect packing grease, and the boiler accident on the rail making machine. Wilhelm feels badly about that. He had not planned for anyone to be injured, but George Cawley, the Construction Supervisor, insisted upon a second shift one day when the rail supply was getting low, which is when the boiler blew--at a time when no one would normally have been around it. Wilhelm is reluctant to attempt more sabotage of a similar nature, though he is still rerouting supplies and substituting improper tools and other gear.



Attributes:

STR: 6
AGL: 4
END: 4
INT: 4
CHR: 3
SOC: 1

Skills:

Fisticuffs 5, Throwing 3, Close Combat (Edged) 2
Stealth 3, Marksmanship (Rifle) 2, Mechanics (Steam) 6
Wilderness Travel (Foraging) 3
Observation 3, Engineering (Structural) 3
Eloquence 2, Bargaining 3

Motives: Steady, Stubborn, Loyalty (Germany)

Appearance: Bill is short (5'6") and heavy (180 lbs), has longish blonde hair and long bushy beard. He usually wears dungarees, a brown workshirt and heavy black workboots. His hands are calloused and dirt and oil are ingrained into the wrinkles of the skin.

Michael "Mick" Conelley (Trained NPC):

MICK (a.k.a. Hans Weis) is one of several cooks working at the workers' camp. Hans is also working for the Germans and is responsible for most of the illness of the workers.



Attributes:

STR: 3
AGL: 6
END: 2
INT: 5
CHR: 2
SOC: 2

Skills:

Fisticuffs 2, Throwing 1, Close Combat (Edged) 2
Stealth 5, Crime (Lockpick) 6, Marksmanship (Pistol) 4
Wilderness Travel (Foraging) 1
Observation 4, Science (Chemistry) 7
Eloquence 1, Theatrics 4
Riding 1, Piloting (Aerial Flyer) 2

Motives: Cautious, Hatred (British), Ruthless

Appearance: Hans is 5'8" tall with mousey brown hair and a pencil-thin moustache. He keeps to himself and has little to say to anyone. He can be very surly with people who make demands of him and will try to get even if it will not endanger his primary task at the camp.

George Cawley (Experienced NPC):

CAWLEY is the Supervisor overseeing the construction of the Great Martian Northern Railway.

Attributes:

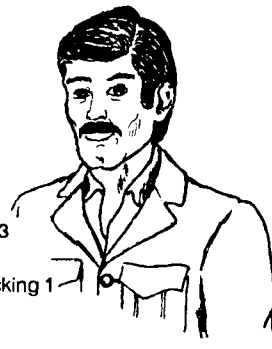
STR: 5
AGL: 4
END: 3
INT: 4
CHR: 3
SOC: 2

Skills:

Fisticuffs 4, Throwing 2, Close Combat (Edged) 3
Stealth 3, Pistol 3, Mechanics (Steam) 4
Wilderness Travel (Mapping) 2, Fieldcraft 2, Tracking 1
Observation 3, Engineering (Explosives) 3
Eloquence 2, Bargaining 3
Riding 1 (Horse), Leadership 5

Motives: Adventurous, Ambitious, Leader

Appearance: George is roughly 35 years of age, stands 5'11" tall and weighs 13 stone (180 lbs). He has neatly combed black hair and a well-groomed moustache. While on the job, he wears rugged, khaki clothing and brown, high-top laced workboots.



MARTIAN NPC'S

Scout/Food Suppliers (Green NPCs):

HILL MARTIANS have hired on as suppliers of meat for workers at the end-of-the-line workers' camp. They are not happy with the High Martian raids, and many Hill Martians have gone out to hunt and not returned, deciding it was safer to go home. The remaining hunters are determined to tough it out.

Attributes:

STR: 3
AGL: 6
END: 5
INT: 3
CHR: 2
SOC: 1

Skills:

Fisticuffs 1, Throwing 1, Close Combat (Edged or Pole) 3
Stealth 5, Marksmanship (Bow) 4, Marksmanship (Pistol) 1
Wilderness Travel (Foraging) 4, Tracking 3
Observation 3
Eloquence 1
Riding (Gashant) 2

Motives: Stubborn, Hatred (High Martians)

Appearance: These hunters look like the typical Hill Martian with red or brown hair and a golden brown skin. For a fuller description, see page 178 of the rule book.



High Martian Raiders:

HIGH MARTIANS are shorter than other Martians and have wing membranes and lift glands that allow them to fly. They wear a loincloth and a leather harness to carry equipment and extra weapons. Most of the High Martians carry spears and swords, and some also carry a mace.

High Martian combat tactics vary depending upon who or what they are attacking. Usually they will leave the krag in their screw galleys and when a foe is sighted, they will go over the side and fly in small groups toward available targets. They do not fly too close to one another because of the required space for aerial maneuvers.

When the High Martians attack one of the railway trains, they wait on the cliffs and, when a train approaches, they silently fly down to the roofs of the train coaches. Then the noise begins, as they begin striking the coach roofs, whooping and yelling as they attack, and waving their weapons and making threatening gestures at their opponents.

If High Martian raiders have an opportunity, they will attempt to collect trophies of personal victories. This usually means collecting the heads of their foes. If time does not permit this, they will try for gaudy clothing, jewelry and weapons. Pennants flying from tent rooftops and bright hat ribbons also make good trophies.



Event: A Monkeywrench In The Woodpile

Read aloud: "One of the tasks that was put to you was to find out who is responsible for slowing the advance of the railroad. Perhaps the reason for the missing survey party could be found here as well. So far, the entire morning's investigation has been unsuccessful. Lunch was not extremely pleasant either. There was something about the soup that didn't seem quite right and your stomach is slightly queasy. Now, the heat of the afternoon is oppressive, and the glare of the sun at this altitude is bright and uncomfortable.

"In the distance, you can hear the panting of a steam engine laboring under a heavy load. George Cawley is saying, '...just about completes the report. One other thing, several crates of rail joiners seem to be missing and we have discovered that the barrels containing our remaining lubricating oil have developed leaks, roughly seventy-five percent of our oil has soaked into the ground....'

"You hear the hiss and scream of a steam safety valve under full release. Suddenly, you are thrown to the ground by the force of a large explosion."

Referee's Information: Wilhelm Krueger finally found another opportunity to foul up the rail making machine. The machine was due to receive periodic maintenance and an overhaul that was to last a day. Wilhelm arranged to have the boiler fired up and tied the safety valve down. After a certain time with no reduction of steam pressure, the boiler would explode. But because of the scheduled maintenance, Wilhelm knew that there would be no workers near the machinery.

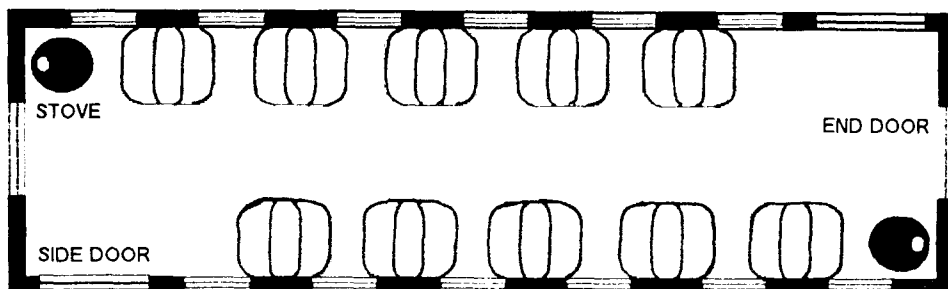
Wilhelm Krueger is no longer in camp. He has been recalled by the German government and, after rigging the boiler, left the camp on the supply train headed back to Parhoon.

If the adventurers investigate the scene of the explosion, they find a twisted wrench lying about fifteen yards from what used to be a shed covering the remains of a steam boiler for the rail making machine. The wrench belongs in the blacksmith/machine shop. A closer look (and a good Observation roll) reveals fresh bootprints near the ruined shed made by boots with heavily worn soles. It shouldn't take long to discover that William Cargill (Krueger) is missing. A check of his tent reveals a pair of boots under his cot that match the prints exactly. Also in the tent, under the mattress on the cot, are several papers that indicate that Cargill was perhaps being paid by the German government. One partially destroyed document reveals that maybe, just maybe, there is another saboteur in the camp.

If the players think to investigate the cooks and the soups, eventually they discover (through shrewd investigation and at least one average Observation roll) that Mick Conelley had offered to serve the soup when he was supposedly not on duty for the lunch shift. If Conelley is traced to his tent, the adventurers catch him in the act of packing his valise. When cornered, Conelley pulls a revolver from his valise and attempts to use it on the PCs. If captured alive, he will eventually break down and confess that he is working for the German government and is, in fact, a German

out and touch them. They rear upward, reaching several hundred feet into the sky. Suddenly, you are startled by loud thumping on the coach roof and a wailing scream that pierces the sound of the engine exhaust. Others in the coach are drawing

revolvers. With no other warning, a spear smashes through a window, scattering glass on the seat and floor in front of you. A black-maned Martian thrusts the wicked looking spear inside, looking for a likely victim."



Great Martian Northern Railway Coach

citizen himself by the name of Hans Weis. If Hans doesn't survive the encounter, two documents can be found in his valise giving instructions (in German) for Hans to attempt sabotage. The second paper states arrangements for final payment of 100 Marks upon completion of the assignment.

The disappearance of the survey party is not a German plot; neither Wilhelm nor Hans are responsible for their disappearance. What happened is much more prosaic. The survey crew got lost, and one of the crew fell off a cliff and the survivors were attacked by a small band of High Martians.

Event: Dawn's Early Light

Read aloud: "Grey light seeps under the tent flap, but the chill of the Astusapes morning has not yet been overcome by the sun. You know that the wash basins are probably iced over again and the idea of perhaps staying in bed a little longer seems almost overwhelming, though, outside, you can hear people stirring--probably the cooks, getting ready for breakfast. The crackle of wood on a fire and the tang of woodsmoke remind you that the day is already underway and you might as well get going yourself..

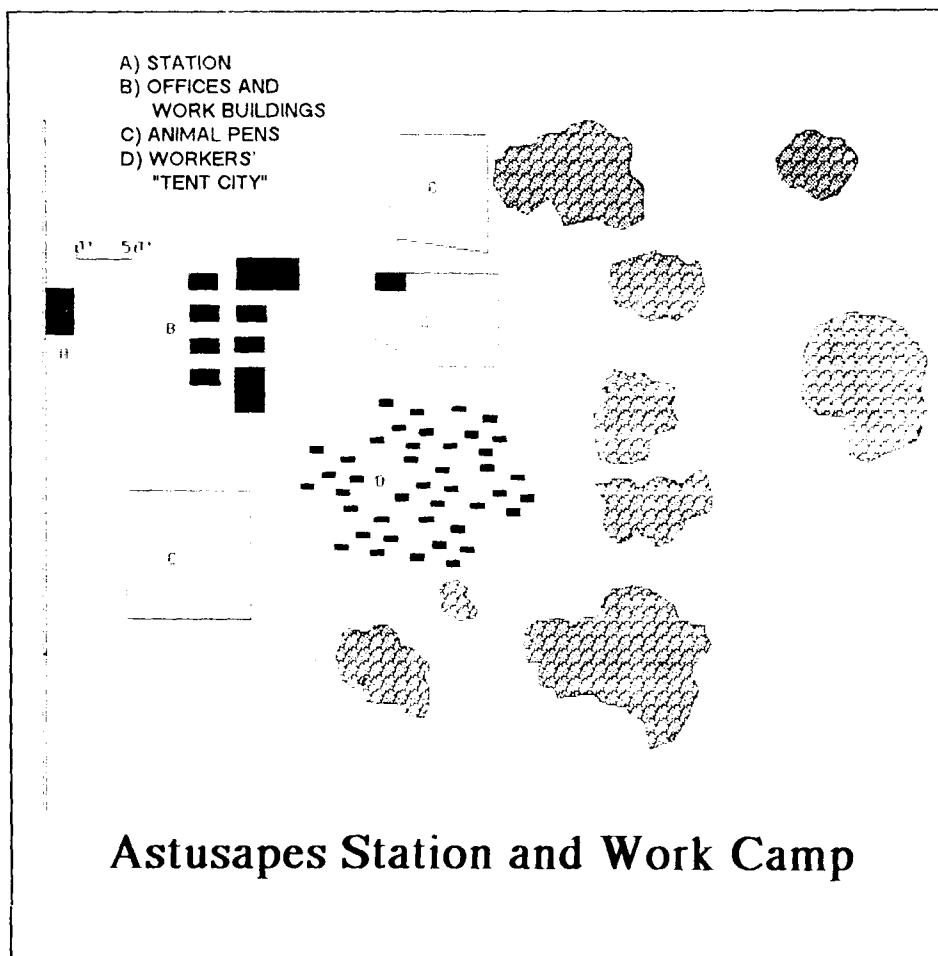
"Your thoughts are interrupted by the thunder of hundreds of hooves--the draft animals are stampeding and it sounds like they're coming right through the middle of the camp! In the distance, the crackle of rifle fire punctuates the lower rumble of the stampede. In front and to the left, you hear the bellow of a Webley revolver, followed by the high pitched yells of the attackers. As you stumble under the tent flap and out into the open, several black-maned Martians come around the tent to your left. One of them hefts his spear in preparation for a stabbing attack."

Event: Survey Party

Read aloud: "The Martian sun seems to get hotter every second you remain standing at the edge of the cliff. Behind you is the survey camp, although no one had been there when you finally found it. You did find a fresh grave and marker, that of one of the survey crew, and a journal with the last entry telling of a rockslide and the poor fellow's fall to the canyon floor.

"After a drink of warm water from your canteen, you decide to explore further. The wind has erased all tracks from the area, but an entry in the journal suggests that the survey crew went north. A warm breeze springs up, drying the perspiration on your body and giving you a slight chill. As you climb the slope ahead, you can hear small rocks clattering down the canyon wall. Across the way, a flying animal screeches, it's echo bouncing back and forth between the walls of the canyon. Your boots slip and slide a little as, gasping for breath, you climb higher. After stopping to rest on a flat area just big enough for your party, something catches your attention down on the canyon floor; a glint of reflected light and some movement.

Looking closer, you realize that some large flying creatures are circling near a crack in the wall near the canyon floor. As you watch, several flashes of light followed by grey smoke appear. And, a second later, the crack of rifle fire in the



Astusapes Station and Work Camp

TERRAIN, CLIMATE, FLORA AND FAUNA

THE TERRAIN in the Astusapes Highlands is very rugged. Box canyons are intermixed with high cliffs and steep talus slopes. The ground is very uneven and most slopes are no less than ten percent in grade.

Vegetation is rather sparse here and, of course, there is no water available beyond the camp. The trees are usually no taller than fifteen feet and are spread out so that no tree is closer than ten feet or so to another tree. All of the water is hauled in by rail and there is a water master in camp whose sole job is to see that no one gets more than their fair share of the precious liquid. The climate and altitude are such that during the day, the temperatures soar as high as 100 to 110 degrees. At night, on the other hand, the temperatures plunge to below freezing.

Because of the drastic temperature changes and the high winds that blow periodically, the rock is untrustworthy in the Highlands. If the players are not careful, the rock can crumble underneath their feet. Occasionally, boulders ranging in size from baseballs and cannon balls to rocks the size of a railway car break loose from the crumbling cliff tops and clatter to the canyon floor.

Most animals in the Astusapes Highlands are not dangerous. There are a few, however, that should be mentioned. The mountain cat, a smaller relative of the steppe tiger, preys on all sorts of plant eaters in the Highlands. The mountain cat likes to leap on it's prey from above and then break it's neck with a blow from it's powerful paws. The other animal of note is the roogie. Individually a roogie is no match for a human but they travel in packs ranging in size from 5-20 (3D6+2) and, while one roogie can be dispatched quite easily, fifteen roogies are quite another matter.

TYPE	#	SIZE	MOVE	WNDS	SAVE	WT	WEAPONS
Mtn Cat	1	1x2	L40	8	1	900	Teeth(1,4,0,2) Claws(2,3,1,1)
Roogies	1Dx3	1x1	L40	1	-1	100	Teeth(2,2,0,1)

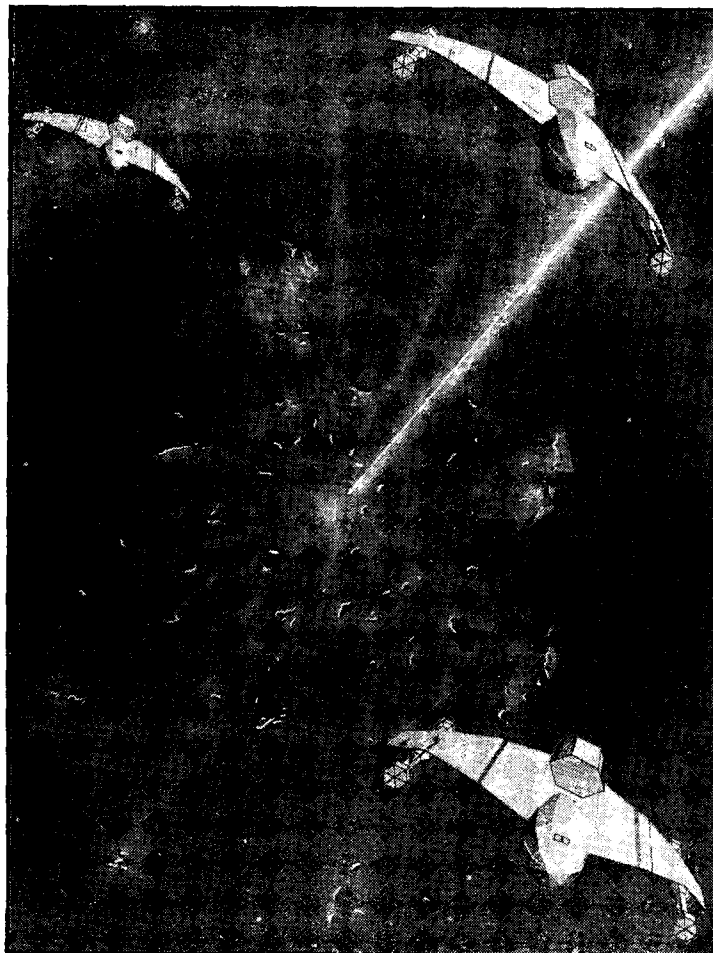
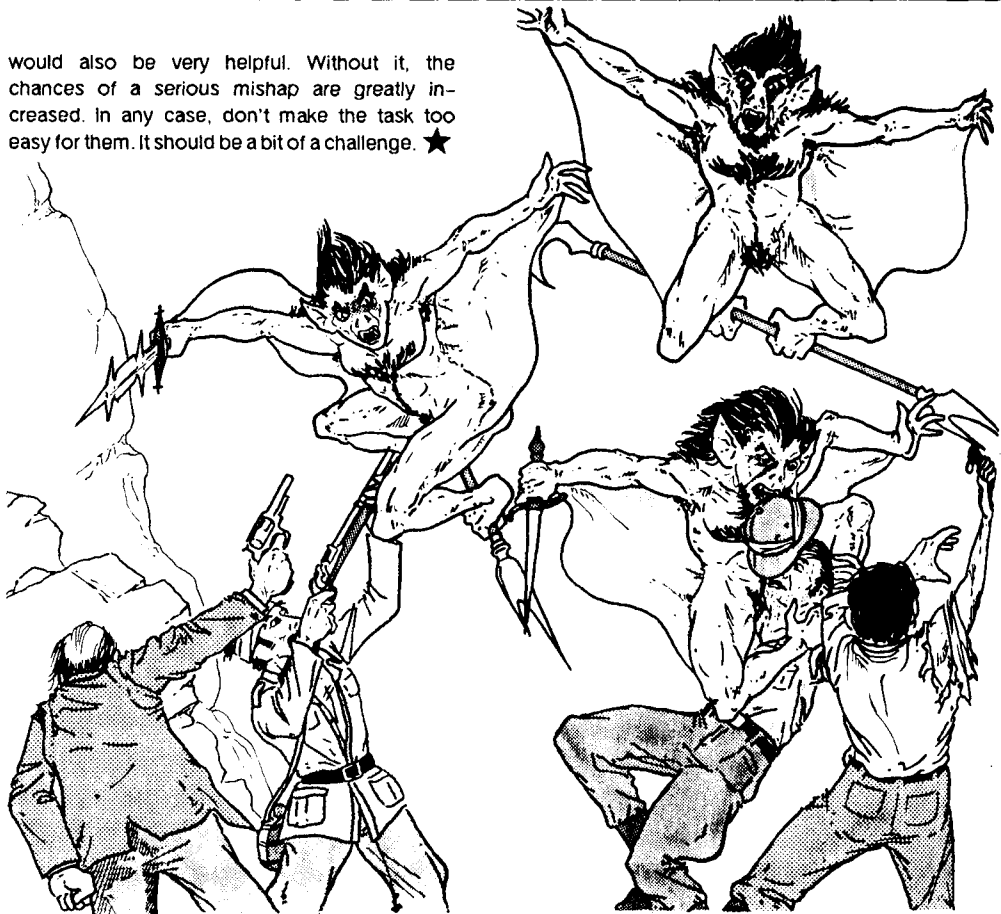
distance echoes faintly in the canyon. One the flying creatures veers and flutters to the ground. Putting your binoculars to your eyes, you realize that the flying creatures are High Martians. It seems that you have found the missing survey party and they are in serious trouble. Now, how do you get down there? And how do you get there in time to save the men from the High Martians? All you know is, you will have to do it fast."

Referee's Information: The survey crew has been pinned down in the canyon for two days and are low on water and ammunition. The players should be made to realize that the survey crew seems to be reluctant to shoot very often, indicating that they are trying to conserve ammunition.

The canyon runs north to south. There are three reasonably possible ways to get down to where the stranded survey crew is. First, the adventurers could go back to the survey camp and a little further south to a small side canyon and climb down there. Second, they can go north, climbing the ridge until they come to a box canyon there they can climb down into. Third, if they brought an aerial flyer they can use it, but, though this would get them to the scene quicker, they would likely be noticed and surprise would be gone.

As the referee, don't forget that the rock around this area is treacherous. If the players choose to try climbing down into the canyon, they should have plenty of rope. Mountain gear

would also be very helpful. Without it, the chances of a serious mishap are greatly increased. In any case, don't make the task too easy for them. It should be a bit of a challenge. ★



FUTURE VOYAGES A Look At Our Next Issue

The Case Of The Haunted Car.
A GURPS Auto Duel adventure.

Encounter At Hesperus.
2300 AD fiction.

Unofficial Combat Errata for the Palladium
Roleplaying Systems.

Optional rules to add variety and realism.

Character Portraits.

Full body illustrations useful as PC or NPC characters.

Reviews.

Rifts, GURPS Cyberpunk, and Attack Of The Humans.

Plus

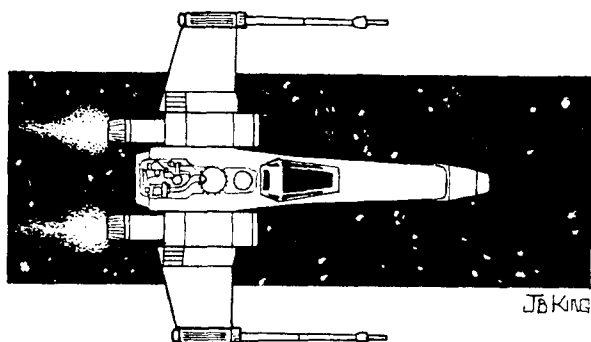
Articles for Shadowrun and Star Wars.

Don't miss our next issue, available in January!

Operating A Starship

In last issue's "Long Term Star Wars," I discussed the need for certain additional rules to make Star Wars more realistic and more enjoyable in the long run. The article above was to provide rules for operating a starship and also for trade. Guess what? Shipping in December is **Galaxy Guide 6: Tramp Freighters**, a book which covers the very topics the article was to cover. Well, let's wait and see what it has to offer. -Ed.

TWINKLE, TWINKLE LITTLE STAR, HOW I WONDER WHERE WE ARE



Glen Allison

First Rebel: Well, what do our orders say this time?

Second Rebel: (reading the decoded message from the screen) They say we are to find and rescue two stranded X-Wing pilots somewhere in the Dagobah system. Then we're supposed to deliver them to the rebel base on Tatooine.

Third Rebel: WHAT?! Dagobah and Tatooine again? I've got a bad feeling about this.

First Rebel: Yeah, me too. I'm getting very tired of this sector.

Second Rebel: Yes. And what's worse is ALL the TIE fighter pilots know us by first names now.

Fourth Rebel: I know what we can do. When this run is over, let's complain to Commander Grisheka.

Referee: (silently, with chin cupped in his hands) Sheeeesh! I've just got to come up with some new planets and a different sector. But it's a lot of work to come up with all those names and who has the time?

Have you ever wondered about the *Star Wars* galaxy? I know I used to. I always wanted to know where all those planets were located and how they were situated in relation to each other. Below, you will find a listing of all the planetary systems and sectors mentioned in the *Star Wars* galaxy and where they were first found during my search. They may or may not have been mentioned in more than one place. It is current up to **Jedi's Honor** by West End Games and includes everything printed by **Challenge, SpaceGamer**, and **Voyages SF** magazines as well as the Han Solo and Lando Calrissian books by Brian Daley and L. N. Smith.

It is possible that I've missed a few systems that were mentioned. If I have, I apologize in advance and hope that you would contact me through this publication to let me know. But, before you do that, let me give you some information. I deduced the existence of certain systems because of mentioned products and other bits of information (i. e. Adoris Feline, Driiban Wine, etc.) and I left out others that I just couldn't be sure of. Also, there are many planets mentioned in the books that are in "already named" star systems and these, too, are not in the listing but are included in the footnotes.

Absit (ISB)	Altaarn (HSE)	Bakstre (SWG) ⁴
Adoris (SSP)	Aitor XIV (GG4)	Barab I (GG4)
Af' El (GG4)	Alzoc (GG4)	Baros (GG4)
Agriat (GG3)	Ammuud (HSR)	Begali (ISB)
Ahlienn (SFD) ¹	Ando (GG4)	Besn (ISB)
Akri'tar (HSR)	Andron (GG4)	Bespin (GG2) ⁵
Albarrio (RMS)	Anoat (SWG) ²	Bestine IV (GG1)
Al' Nasrl (ISB)	Antar IV (GG4)	Betshish (GG2)
Alabash (SWC)	Antipose IX (LMH) ³	Black Widow Nebula
Alderaan (STW)	Arcon (HSR)	(SCL)
Aldo Spachi (SCL)	Aris (RMS)	Bonadan (HSR) ⁶
Almakar (HLL)	Atrisi (ISB)	Borkeen Belt (SWS)

Bothan's Planet (SWG)	Harron (SWI)	Oseon Belt (LFO) ²⁶
Branth (WKA)	Heterkus (SWR)	Oslumpex V (HSR)
Brigia (HLL)	Hook Nebula (ISB)	Ossel II (GG4)
Brintoon (ISB)	Hosrel XI (LSC)	Ottega IV (SWS) ²⁷
Byss (GG4)	Hoth (SWS)	Paradise (SCH)
Cadomai (ISB)	Ison (GG2) ¹⁸	Paulking XIV (LMH)
Calamari (SWS)	Iyuta (SSP)	Peekoine (POB)
Caigon (SWG)	Jeareh (DOH)	Peluchia (SSP)
Callonia (SWC)	Jedd VI (GG2)	Pesitiin (GG2)
Calonica (ISB)	Jerijador (ISB)	Pesmenben IV (ROJ)
Caprioril (SWS)	Jospro (GG4)	Pfertiun (HGS)
Chad IV (GG4)	Kaella (GG4)	Pho Ph'eah (HSR)
Chandril (SWS)	Kalist VI (GG3)	Picutorion (ISB)
Charmath (SWS) ⁷	Kalla (HSE)	Prefsbelt (ISB) ²⁸
Choa Belt (BLI)	Kallakea (SSP)	Protazk (ISB)
Circarpous (SME) ⁸	Kamar (HSR)	Proxima Dibal (HSR)
Clak'dor VII (GG4)	Kashyyyk (SWS)	Ptera (GG4)
Columus (GG4)	Kessel (STW)	Pyros (GCQ)
Commenor (STW)	Kestic (GG3)	Qeimat (ISB)
Cona (GG4)	Kestel (BLI)	Questal (GCQ)
Corel (GG2) ⁹	Khuiumin (SWS)	R'alla (HLL)
Coronar (SCH)	Kiffex (GG1)	Radra IV (TMR)
Corsin (GG1)	Kimanan (HSE)	Rafa IV (LMH) ²⁹
Courataine (HSR)	Kinyen (GG5)	Raithol (ISB)
Cuiron III (SWS)	Kirdo III (GG4)	Rakrir (HSE)
D'lan (HSR)	Klatooine (GG5)	Ralltiir (SCH)
Dagobah (ESB)	Korfo II (GG4)	Rampa (HSR)
Dakot VII (BLI)	Kotchi (DOH)	Refrax (BLI)
Dalchon (TMH)	Kowak (GG5)	Relgim (SFL)
Dalron V (GG1)	Kreskin (SWI)	Renatasia III (LSC) ³⁰
Dankayo (SCH)	Kubindi (GG4) ¹⁹	Rhamsis Callo (SWG)
Dar' Or (GG4) ¹⁰	Kwenn (SWR) ²⁰	Rigor (SCL)
Dartibek (GG4)	Kyrouac (AAE)	Ringneld (LSC)
Davnar II (HSE)	Laboi II (GG4) ²¹	Roche Belt (SSP) ³¹
Dela (LMH)	Lafla (ISB)	Rudrig (HLL)
Delaya (GG3) ¹¹	Lantil (SWR)	Ruuria (HLL)
Dellalt (HLL)	Laramus (SWS)	Rydar II (GG4)
Delrian (GG1) ¹²	Lekua (LMH)	Ryloth (SWS)
Devaron (GG1)	Lockest IV (SWC)	Sab Rufo (GG4)
Dilonexa XXIII (LFO)	Lorrd (HSR)	Sagma (ISB)
Doneer so (SWC)	Lotide (BLI)	Saheelindeel (HLL)
Douglas III (LMH)	Lur (HSR)	Sarnikken (SWC)
Dra III (HSR)	Lyme (LMH)	Sarrahan (SWG)
Driib (SWC)	Mahrrusha (ISB)	Sayblohn (SWG)
Duluth (CRA)	Malkite (HSR)	Sedri (BGS)
Duro (GG4)	Mandalore (SWC)	Senex (SWI)
Duroon (HSE)	Mantilorr (GG5)	Seswenna (ISB)
Ediorung (ISB)	Mantooine (RMS)	Setor (GG2)
Elba (HSR)	Margess (SWG)	Shador (SCL)
Endor (ROJ) ¹³	Markon IV (SWG)	Shaymore (SWG)
Endoraan (RMS)	Marmoth (RMS)	Shwuy (ISB)
Engira (SWS)	Marshellon (DOH)	Sil' Lume Belt ³²
Eriadu (ISB)	Masterhome (SWC)	Sinkar (SWC)
Erigorm (ISB)	Mediraan (AWR) ²²	Sisk (GG4)
Etti IV (HSE)	Mephitis (GCQ)	Skor II (GG4)
Fakir (SWS)	Mima II (GG4)	Solaest (SWS)
Fangol (BLI)	Mon Torri (SCL)	Spee (SWG)
Farstine (SWG)	Morgan (GCQ)	Spuma (ISB)
Fef (GG4)	Mortex (BLI)	Stensen (SWI)
Firro (GG3)	Mycroft (SWC)	Stic (GG4)
Flankers (SWC)	Mytus VII (HSE) ²³	Stronghold (OSI)
Fondor (HSE) ¹⁴	Nanth'ri (OSP) ²⁴	Sullust (SWS)
Fornax (STW)	Nass Diona (RBJ)	Sumitra (SWS)
Friazel VII (HGS)	Nembus (ISB)	Sybrail (WKA)
F' Tral (GG4) ¹⁵	Nentan (GG3)	Taanab (ROJ)
Galpos (SMP)	New Bakstre (SWG)	Talvor (SCL)
Galvoni III (GG1) ¹⁶	Norulac (ROJ)	Tangir (CRA) ³³
Gamorr (SWS)	Nosken (GG2)	Tastaal (HSR)
Gandolo IV (GG3)	Nothoiiin (GG2)	Tarsunt (GG5)
Gank (ESB)	Novan (HSE)	Tatooine (SWG)
Garban (GG4)	Nulan VI (ISB)	Tau Sekar (GG4)
Gargon (ROJ)	Oasis (RMS)	Thanos (GG4)
Geedon V (HLL)	Okfili (SWG)	Thila (GG1)
Gerrenthum (GG2)	Oor VII (HLL)	ThonBoka Nebula
Gontzol (ISB)	Ord Mandel (SWC) ²⁵	(LSC)
Grehollo (SWR) ¹⁷	Orron III (HSE)	Thorgeld (SWG)
Haridan (PIF)	Orto (GG4)	Thyrus (ISB)

	MORTEX LOTIDE ROCHE FANGOL TIBRIN MORTX STENSON'S COLONY DAKET	TALDOT KLATOOINE DURO WEERDEN D'LAN STRONGHOLD BESN TALDOT	ALMAKAR DAGOBAB KESTEL ALMAKAR STIC MON TORRI ALDO SPACHI	BYSS DANTOOINE BYSS V' DRAY ORD MANDEL BLACK WIDOW NEBULA
RAITHOL RAITHOL YAG'DHUL JEHREH PEEKOINE	DARTIBEK MEPHITIS SEDRI DARTIBEK BARAB WOLDANA CIRCARPOUS DRILB SPUMA	SHWUY SISK SHWUY GERRENTHUM UVUY EXEN VINSOTH QEIMAT DALRON	SUMITRA CHAD REFRAK LUR DRA LORRD TIERFON SUMITRA AKRIT'TAR	HETERKUS TON-FALK SHADOR KALLAKEA MALKITE KASHYYK HETERKUS
MAHRUSHA TALVOR WODE TASTAAL MAHRUSHA ENGIRA RENATASIA COURATAINE	ZEBITROPE DAVNAR ZEBITROPE KIMANAN BRINTOON WRODE OSEON RAKRIR	AMMUUD AMMUUD LAFRA R'ALLA RUURIA PROXIMA DIBAL KHUIUMIN NULAN	IMPERIAL CORE PHO PH'EAH TRITON EDIORUNG KIFFEX PREFSBELT ORTO ANDO RINGNELD KIRDO PTERA CHARMATH MIMA BAKSTRE FARSTINE CONA LABOI GALVONI LANTIL KORFO SINKAR	TOLONDA KESSEL COREL KAMAR AGRILAT SAYBLOHN CORSIN VARN RAMPA GPC NOVAN ALDERAAN
JOSPRO VODRAN DAR'OR LYME JOSPRO DOUGLAS MANDALORE	CENTRALITY DELA TRAMMIS OSLUMPEX ENDORAAN DILONEXA HOSREL TUND THONBOKA NEBULA MORGAN	NEMBUS LOCKEST GAMORR QUESTAL DANKAYO NEMBUS MYCROFT GONTZOL TURAK	ALTOR PAULKING KINYEN ADORIS TOGOR THILA PELUCHIA ALTOR	
FAKIR RYDAR YUGA ALABASH MANTILORR KESTIC PROTAZK BAROS FAKIR	ALBARRIO ALBARRIO SPEE KUBINDI LEKUA ALZOC BESTINE SHAYMORE OKFILI	HARRON HARRON BOTHAN TRAMMEN PYROS NENTAN XERXES TRAMMEN ATRISI	REL CIM VYKOS RELGIM NOTHOIIN CHANDRILA MARMOTH WHELOR YABLARI MAELSTROM NEBULA OASIS	ARIS PARADISE TOLAN KOWAK ERIGORM MANTOOINE CADOMM ARIS AFIEL
SPINWARD SARRAHBAN UBA NORULAC KALIST FEF GARCON CULROON CAPRIORIL	GREHOLLO KAEFTA JEDD GREHOLLO BEGALI JERIJADOR TSUK NOSKEN COLUMUS	SENEX PESITIIN NANTH'RI SENEX PICUTORION ANDRON DELRIAN DEVARON MARGESS	VODILUX RADRA KYROUAC AHLEN KOTCHI VOLIDUX MARSHELLON SYBRIAL	TAU SEKAR TAU SEKAR GARBAN SULLUST F'TRAL THANOS CALONICA SKOR CORONAR

TYRIUS CALAMARI COMMENOR FURNAX TYRIUS DONEER'SO MASTERHOME KRESKIN	AL' NASRL GANDOLO AL'NASRL CALGON TARSUNT LARAMUS BETHSHISH SIL'LUMA TOLADO	OUTER RIM TERRITORY TATOOINE DALCHON ABSIT YAVIN RYLUTH MEDIRAAN
GALPOS GALPOS SAGMA FRIAZEL FIRRO TOLANIISI VARL PFERTIUM	TION OOR RHAMSIS CALLO SAHEELINDEEL OTTEGA ELBA BRIGIA RUIRIG TION CRON DRIFT DELLALT	CORPORATE GEEDON FONDOR DUROON TYNNA ARCON ETTI RAFA ORRON BONADAN THYRSUS KALLA MYTUS
RALLTIIR FLANKERS BORKEEN TAANAB UVENA OSSEL RALLTIIR	TREBELA SARNIKKEN TREBELA ERIADU PESMENBEN SETOR CALLONIA HOOK	
SESWENNA HOTH KWENN RIGOR CHOIA ANOAT ANTIPOSE BESPIN ISON SESWENNA	ANTAR NEBULA DULUTH ANTAR TANGIIR NASS DIONA	
FRINGE TERRITORIES SOLAEST SAB RUFO HARRIDAN BRANTH NEW BAKSTRE CKAK'DOR ENDOR		

Tibrin (GG4)³⁴
 Tierfon (SWS)
 Tion (HLL)
 Togor (SSP)
 Tolani (SCH)³⁵
 Tol Ado³⁶
 Tolaniisi (DAA)
 Tolonda (OSP)
 Ton-Falk (ISB)
 Trammen (ISB)
 Trammis III (LMH)
 Trebela (SWS)

Triton (ESB)
 Tsuk (SWC)
 Tund (LSC)
 Turak IV (ISB)
 Tynna (HSR)
 Tyrius (GG4)
 Uba (ROJ)
 U' Dray (ISB)
 Uvena (GG1)
 Uviuy Exen (ISB)
 Varl (GG4)³⁷
 Varn (HSR)
 Vinsoth (GG5)
 Vodilux (ODS)
 Vodran (GG1)
 Vykos (RMS)
 Weerden (SWS)
 Whelot (SWS)
 Wode (HSR)
 Woldana (SWS)
 Wrode (HSE)
 Xerxes (SWG)
 Yablari (RMS)
 Yag' Dhul (GG4)
 Yavin (GG2)
 Yuga II (GG1)
 Zebitrope (LFO)

SECTORS

Albarrio (RMS)
 Al' Nasrl (ISB)
 Aris (RMS)
 Corporate (HSE)
 Fakir (SWS)
 Harron (ISB)
 Jospro (GG4)
 Mahrusha (ISB)
 Mortex (BLI)
 Nembus (SWI)
 Outer Rim Terr. (GG1)
 Raithol (ISB)
 Ralltiir (SCH)
 Relgim (SFL)
 Senex (ISB)
 Seswenna (ISB)
 Shwuy (ISB)
 Spinward (ISB)
 Sumitra (SWS)
 Taldot (OSI)
 Tau Sekar (GG4)
 Tolonda (OSP)
 Tyrius (GG1)

(Other sectors were named after systems mentioned in the sources, though not specifically as sectors. The Fringe Territories was named as a sector for the often mentioned "fringe of Imperial space" and placed to provide a counterbalance to the Outer Rim Territories.)

FOOTNOTES

¹Phaylenn in this system. ²Near the Bospin system. ³Antipose XI mentioned. ⁴New Bakstre is mentioned in SWG, so it stands to reason that there must be a Bakstre as well. ⁵Miser, Velsor's Ring asteroid belt, Orin and Bospin all in this sys-

tem. ⁶Roonadan in this system. ⁷Charmath University mentioned. ⁸Circarpous IV, V (a.k.a. Mimban), X and XII mentioned. ⁹Corellian Trade Spine, standard trade route with Corel at one end. ¹⁰a.k.a. OM 973. ¹¹Sister world to Alderaan. ¹²Prison planet. ¹³Moon known as Sanctuary. ¹⁴Sun's name is F'la Ren. ¹⁵Shipyards located here. ¹⁶Imperial bureaucratic hub. ¹⁷Prison planet. ¹⁸Ison Corridor is standard trade route (Bospin-Anoat-Hoth-Ison) located just off Corellian Trade Spine. ¹⁹Sun's name is Ka' Bakai. ²⁰Just off major space lane, space station in orbit. ²¹Sun's name is Er' Dox Kaan. ²²Lindholm in this sys-

tem. ²³Political prison for Corporate Sector Authority, a.k.a. Star's End. ²⁴Nanth'ri Space Route mentioned. ²⁵Also spelled Ordmandell, Ord Mantell and Ordmandell. ²⁶Asteroid belt. ²⁷Ithor is also known as Ottega IV. ²⁸Imperial Fleet Camp located here. ²⁹Rafa IV and XI mentioned. ³⁰Renatasia III and IV mentioned. ³¹Asteroid belt in this system. ³²Sil'Lume is an asteroid belt in same sector and vicinity as Tol Ado. ³³Bassadiir located in this system. ³⁴Sun's name is Cal. ³⁵The Tolan Navy Yards located here. ³⁶Tol Ado is sector's prison planet in same sector and vicinity as Sil'Lume Belt. ³⁷Sun's name is Ardos.

STAR WARS BIBLIOGRAPHY

AAE	Alone Against The Empire, Challenge #32
AWR	A World In Revolt, Voyages SF #9
BGS	Battle For The Golden Sun, WEG
BLI	Black Ice, WEG
CCC	Crisis On Cloud City, WEG
CRA	Carrier Assignment, Voyages SF #7
DAA	A Day At The Auction, Voyages SF #11
DOH	Death Of A Hero, SpaceGamer Vol. II, #1
ESB	The Empire Strikes Back, Donald Glut
GCQ	The Game Chambers Of Questal, WEG
GG1	Galaxy Guide 1, WEG
GG2	Galaxy Guide 2, WEG
GG3	Galaxy Guide 3, WEG
GG4	Galaxy Guide 4, WEG
GG5	Galaxy Guide 5, WEG
HGS	Hide And Go Seek, Voyages SF #12
HLL	Han Solo And The Lost Legacy, Brian Daley
HSE	Han Solo At Star's End, Brian Daley
HSR	Han Solo's Revenge, Brian Daley
ISB	Imperial Sourcebook, WEG
JHO	Jedi's Honor, WEG
LFO	Lando Calrissian And The Flamewind Of Oseon, L. N. Smith
LMH	Lando Calrissian And The Mindharp Of Sharu, L. N. Smith
LSC	Lando Calrissian And The Starcave Of The ThonBoka, L. N. Smith
ODS	On The Dark Side, Challenge #43
OSI	Otherspace II: Invasion, WEG
OSP	Otherspace, WEG
PIF	Paid In Full, Challenge #41
POB	Peekoine Opera Blues, SpaceGamer #88
RBJ	Rebel Justice, Voyages SF #8
RMS	Riders Of The Maelstrom, WEG
ROJ	Return Of The Jedi, James Kahn
SCH	Scavenger Hunt, WEG
SCL	Scoundrel's Luck, WEG
SFD	Starfighters Down, Challenge #38
SFL	Starfall, WEG
SME	Splinter Of The Mind's Eye, Alan Dean Foster
SMP	Star Maps, Voyages SF #8
SSP	Strikeforce: Shantipole, WEG
STW	Star Wars, George Lucas
SWC	Star Wars Campaign Pack, WEG
SWG	Star Wars Role Playing Game, WEG
SWS	Star Wars Sourcebook, WEG
SWR	Star Wars Rules Companion, WEG
TMH	Tatooine Manhunt, WEG
TMR	Team Recovery, Challenge #35
WKA	Wookies Amok, Challenge #37 ★

2300AD THE FORT BLISS CLASS DESTROYER

A STARSHIP FOR THE TEXAS NAVY

Don Wayland Shanks

The keel to the first of five destroyer hulls of this class was laid down on March 9, 2281, in the American Space Force dockyards at L-4. General Dynamics contracted with the Boeing Shipyards there for the Texas Navy's newest starships. The class was named after the famous river forts of early Texas history, *Fort Bliss*, *Fort Brown*, *Casa Mata*, *Fort Ringgold*, and *Fort McIntosh*. The design was based entirely on the successful Russian *Kiev* class. On long distance sensor scans, it is very hard to differentiate between the profiles of these two vessels.

At the same time, the American Space Force was looking for a new destroyer design. In 2283, Congress approved funds for four modified *Fort Bliss* destroyers, which, in the ASF, are known as the *Fort Knox* class. In 2287, Congress released funds for an additional six hulls.

By the start of the Kafer War, the class was operational and two of the class, the *Fort Brown* and the *Casa Mata*, took part in hunting down the lone Kafer fighter trying to reach

Earth (which was destroyed near Gateway).

The *Fort Bliss* is now assigned to Austin's World, but makes port calls on the Arab built interface terminal orbiting the Eber homeworld of Kormoran since a series of problems were sponsored by the UAR against the Texas Enclave there.

Since first contact with the Kafers, Congress has been debating the merits of increasing the size of the ASF for the war effort while other nations are without similar building programs. Another four hulls were

ordered after a special session. Ironically, the special session took place one day before the small Kafer fleet arrived at Sol.

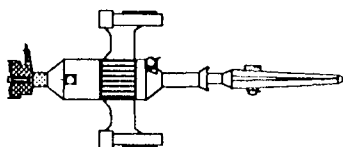
Canada and Australia are both considering adding the *Fort Bliss* to their inventories.

The *Fort Bliss* is 86.3 meters long with the spin capsules rotating in a circle of 38.3 meters. On the stern is a launch cradle able to handle small interface vehicles such as the CIT-IIIa transport.

STAR CRUISER SCENARIOS

Use the *Kiev* Status Sheet with the following modifications. For the *Fort Bliss*, change the Active Sensor Rating from 10 to 13. Passive Sensors from 5 to 6. Screens will now have a rating of 3. For the *Fort Knox* class, Active Sensor Rating remains the same (4 Mw). The Passive Sensors Rating is changed to 6 (CS=6). Screen Rating is 4 using the Current Military heading under the SCREENS TABLE in the Naval Architect's Manual of **Star Cruiser**. ★

KIEV CLASS DESTROYER



The *Fort Bliss* design is based entirely on the successful Russian *Kiev* class.

2300 A.D. Ft. BLISS--class Destroyer

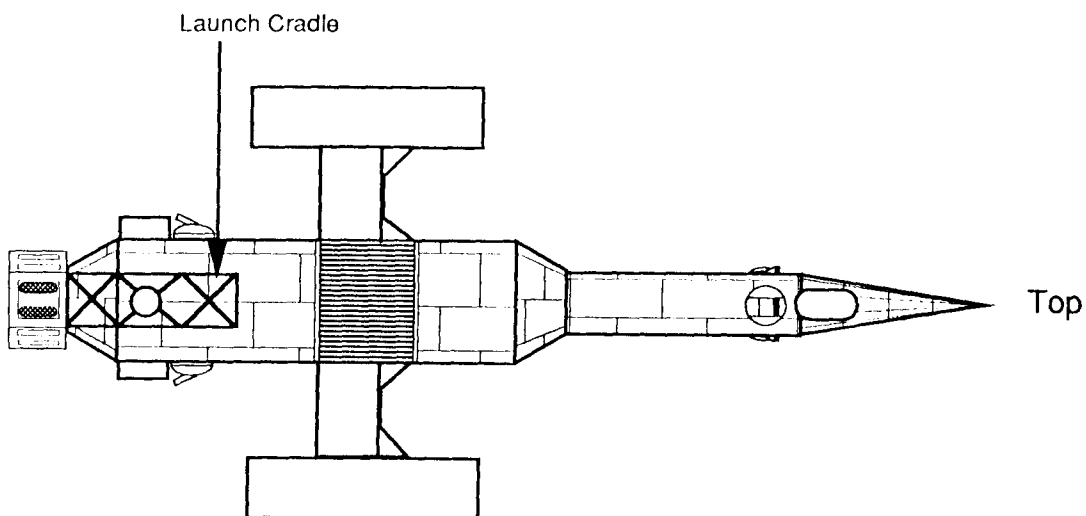
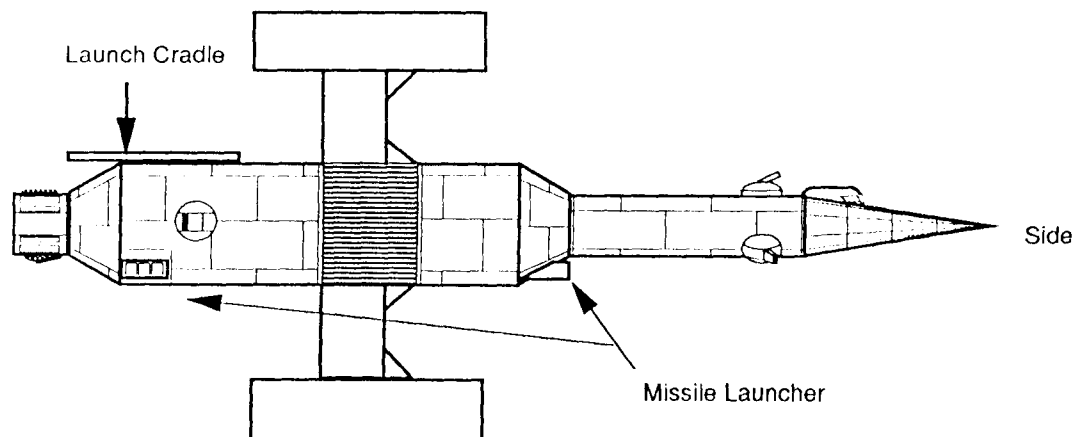
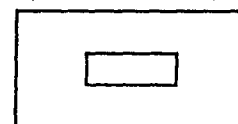
by DON W. SHANKS/1990

LENGTH = 86.3 METERS
ROTATIONAL ARC = 38.3 METERS

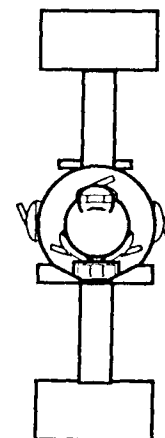
Spin-Habitat(Outer)



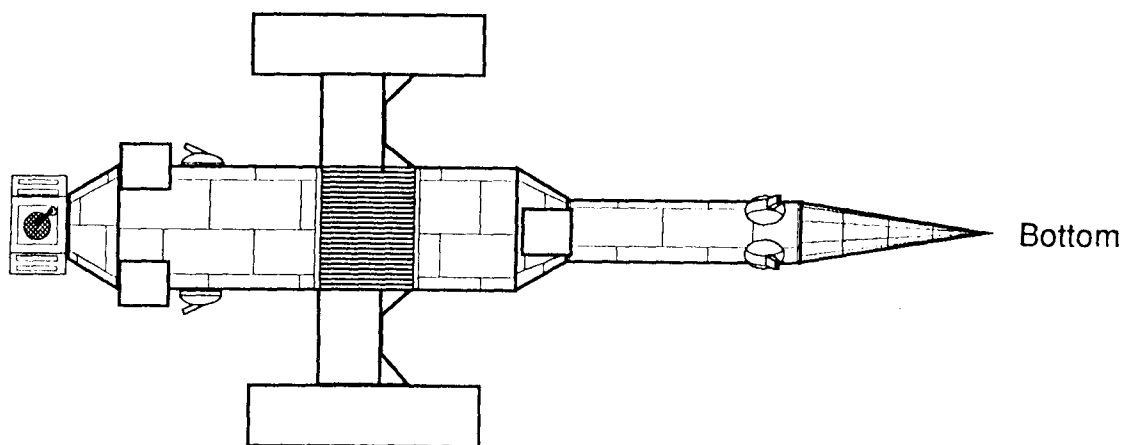
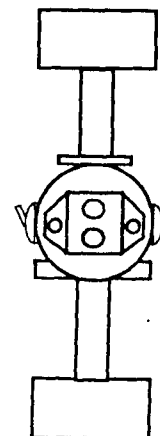
Spin-Habitat(Inner)

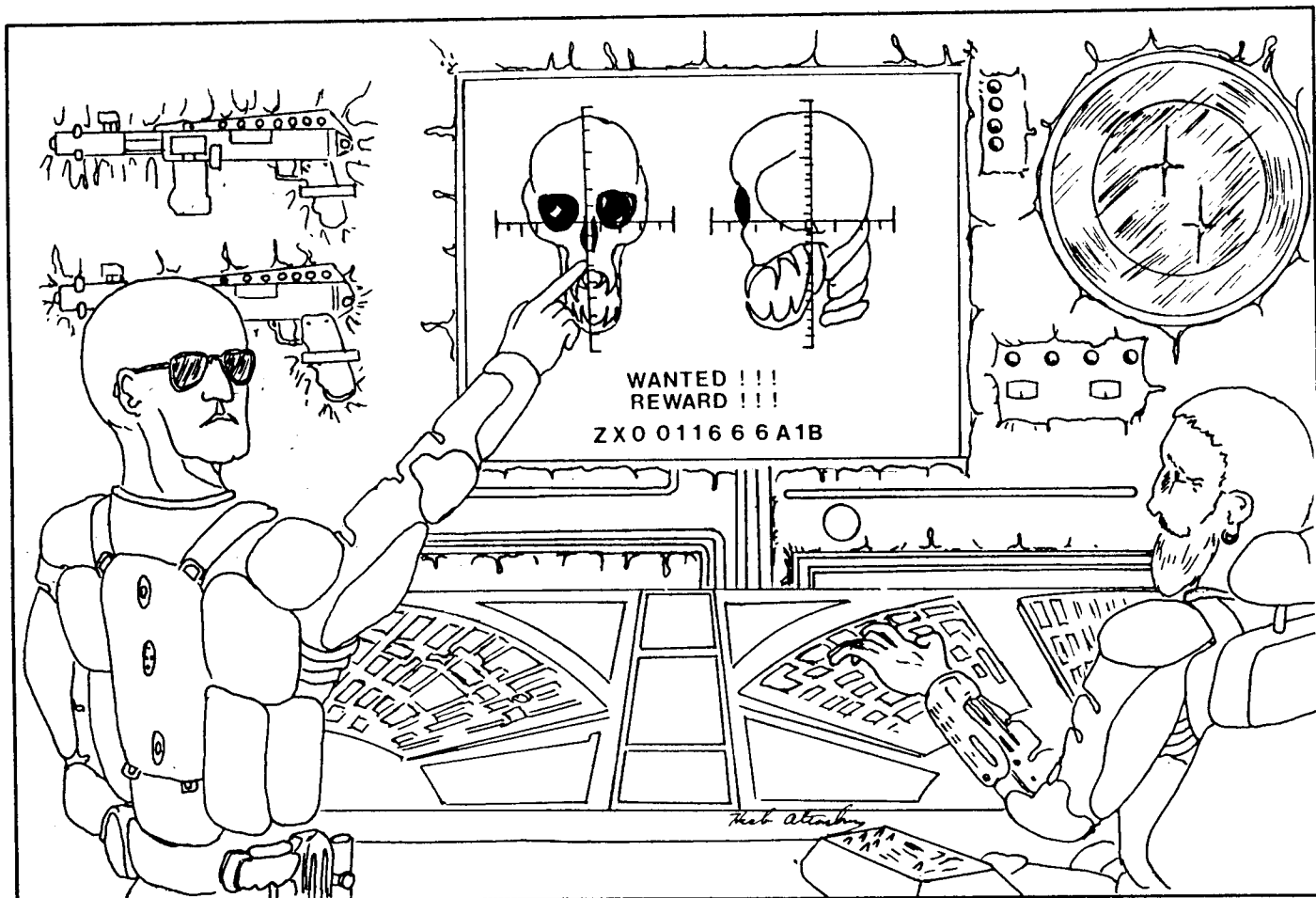


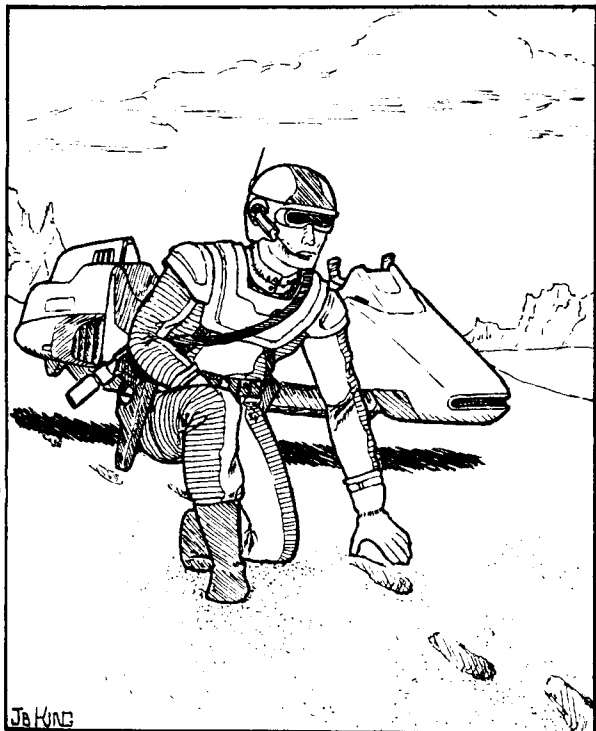
Bow



Stern







Somebody's out
to get us.
They've hired

BOUNTY HUNTERS!



A cryptic phone call made everything clear as a bell; the result of my response to an ad in "Mercenaries-R-Us" that had paid off. Someone was hiring mercs and paying well for an easy, long-term job that would last, oh, maybe a week. A first meeting was to be held at 8:00 that night in a well-lit, dingy warehouse on Park Avenue in downtown New York. Was I going to be there? You can just bet I was.

When I got there, a parking valet slipped into my broken down, clapped out Ferrari and drove off around the corner. I went inside. The meeting started promptly somewhere around 8:12 and seemed to be pretty straight forward. A pretty weird-lookin' dude wearing a Brooks Brothers suit and a subdued, red and blue striped tie opened the meeting by introducing the "Big Boss." And if you thought the first guy was weird, you shoulda' seen this fellow. He was wearing a grey trench coat that dragged on the ground and on his head was a black slouch hat with the brim pulled down over one eye.

In the dim light, I couldn't make out his features but I could tell that his complexion was rather greenish and he looked like something out of a Doctor Suess book. His voice was a sort of fiendish cackle that seemed to have a calming effect on most of the folks who were there. Everyone settled down to listen. He wouldn't tell us his name (which was probably wise, considering what he wanted done) but launched immediately into the briefing. He didn't have a lot to say and so, within two to three hours, we had the whole story. It went something like this:

"A few years back I attempted to steal Christmas. But there were several stumbling blocks in my way and I was unsuccessful. I almost succeeded, but I somehow had a change of heart. And I'll tell you, heart transplants were few and far between in those days--and pretty hard to come by, as well. But I've recovered (fiendish cackle) and I have new plans (chortle, chortle)! Last time, I tried to steal the idea of Christmas, and that didn't work. Well, this time we're gonna go to the "source"! We're going after the big man himself!

"This time, we're gonna take out the production line at the North Pole. And if you can capture that fat dude in the red suit (snork, chortle, hee-hee!), so much the better! Starting tonight, all of you will be drawing a salary of a thousand bucks a day. And you'll get a bonus of five-hundred each if you can grab that jolly fat fellow (fiendish cackle). All weapons and explosives will be supplied and plans have been made for insertion and retrieval of the strike force (hee-hee!). I know that this mission seems impossible (snortle, chork, giggle, giggle), but I'm telling you, it can be done."

Well, I can tell you that set me back on my Reebok heels. But hey, the pay was good so I took the job. Two days later I was airborne in the oldest DC-3 still flying (at least I think it was flying--fifty feet up seemed rather low) and headed North past Alaska.

Referee's Notes:

I ran this scenario using *Mercenaries*, *Spies & Private Eyes* rules. Any rules you are familiar with



Raid On The North Pole

Glen Allison

A ridiculously funny, tongue-in-cheek scenario for Espionage RPGs--and just in time for Christmas!

can be used, but the simpler they are, the easier and quicker combat will be, and this is one scenario that shouldn't become a chore for the referee. Everyone should have fun!

The Factory and Reactor are guarded by a crack troop of "Santa Clones" in red suits and carrying Uzi submachine guns and other assorted weaponry. There should probably be *at least* three Santa Clones for each member of the strike team (and probably more). If you place them in interesting and surprising positions, it will liven up the action a bit.

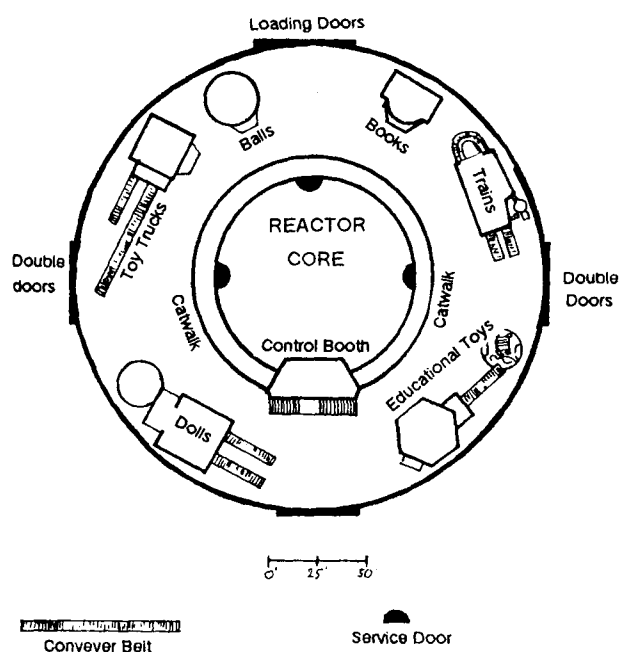
The plan is for the DC-3 to land (on skis) about 25 miles from the Toy Factory, coming in very low to avoid radar surveillance from the target site. The mercs will then be transported on snowmobiles or in small Snowcats (tracked vehicles) that are secured in the cargo plane. The team will then make the assault on the Toy Factory and drive back to the plane.

Santa (the real dude) does own an interesting

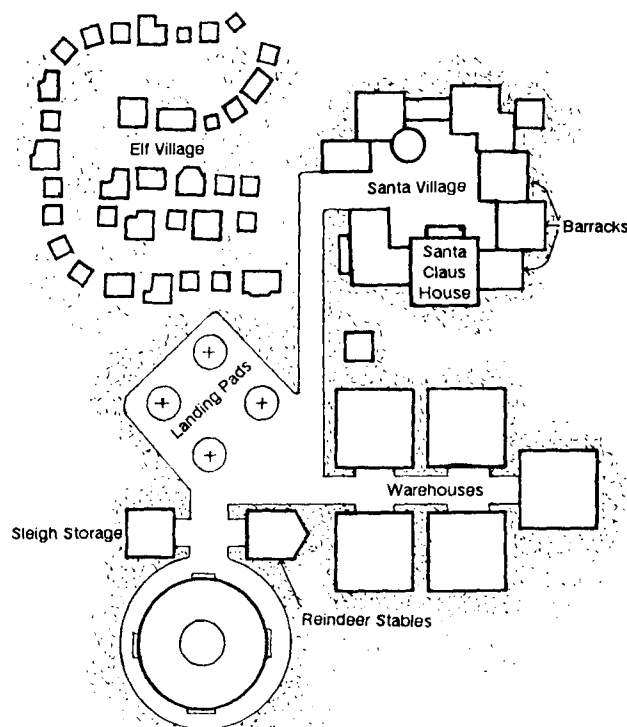
aerial support sleigh that the mercs could face as they attempt to withdraw. It has twin, mounted Spandau machine guns and a top speed of 300 mph. In the scenario as I ran it, the mercs didn't find Santa at the Toy Factory, but Santa came after the them as they tried to get back to the DC-3. (Santa wasn't around and only arrived as the team was leaving.) Santa's sleigh was hit and he went down, trailing thick, black smoke, to land unhurt behind several large, snow-covered hills some distance away.

So, does the team succeed in taking out the highest producing toy factory in the world? How much danger is that jolly fat man in the red suit really in? Will the mercs be overcome by one of the world's most elite fighting forces? Will the "Big Boss" succeed this time in destroying Christmas? Will what remains be left in the hands of merciless, commercial, toy tycoons? The fate of Christmas and the profit and loss statements of toy stores everywhere is up to you and your players. ★

THE TOY FACTORY



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The computer console chimed a friendly wake-up tone. Knowing it would sound again before I had to get up, I pulled the covers over my shoulder and turned away from the soft glow of its screen. Right on schedule, it chimed again nine minutes later. I rolled over and sat up. At first the room, lit with a soft blue light, looked out of place. Then I realized that I must have been dreaming of home several parsecs away; I was still on the *Katlin C. Buchannon*.

I showered, dressed in standard shipboard coveralls, and walked to the common room and began fixing a meal when the Medical Petty Officer walked in, carrying her portable computer.

"Morning, Doc!"

"Morning, Sam," she replied while making another entry.

"Are you sure you've calibrated that equipment?" I asked. "I still think these infernal machines are trying to poison us!"

"Well, you haven't died yet, so they can't be too far off," she answered wryly, then, changing the subject, "Any mail yet?"

"I don't think so, but I'm just taking the watch. Some may have come in during the last twelve hours. At any rate, a scout is due within the next few days. It'll probably have mail."

Doc simply nodded and went about her work. Doc didn't stand a watch like the rest of us, but making sure we stayed healthy kept her busy enough.

I finished my meal and deposited the dishes in the recycling machine, then left for my tour, which largely consisted of a walk through of the forward spaces checking on conditions.

Seeing that everything was normal, I worked my way up to the forward end of the upper level to the Bridge. As I entered, I saw that the Executive Officer had arrived early and had relieved the Captain. My Chief was standing and stretching and, upon seeing me, he yawned out, "Ready to take the watch?"

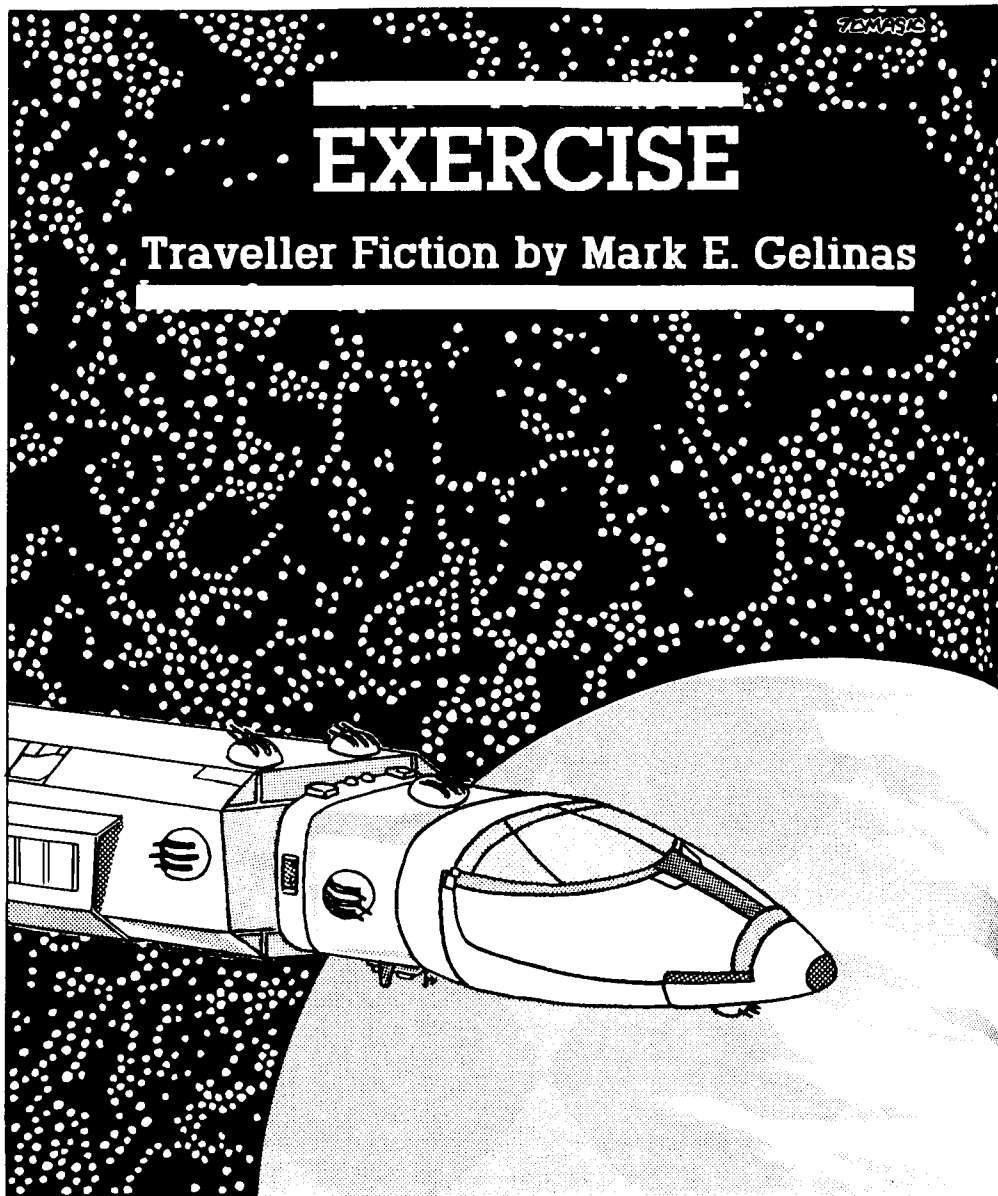
"Sure, what do you have?"

The Chief reviewed the events of the watch including the positions of our sister ships of the patrol. Satisfied with the turnover, I relieved him and he wandered off the Bridge.

My watch station was at the communications console on the port side of the Bridge. Forward of me were the piloting and navigation consoles, to the port and starboard of the centerline. Across from me on the starboard side was the engineering console where the Engineering Officer of the Watch sat. In the center of this semi-circle was the acceleration seat for the Officer of the Deck.

I watched my monitor and noted the various watches being relieved. As Watch Chief, I had more watches working for me than any watchstander other than the OOD. In Fire Control, there was the Fire Control Supervisor and Technician, who maintained the weapon system in a condition of readiness. Also under me were marines standing Sergeant of the Watch, Magazine Watch, and Armory Watch. On a starship, everyone has a job, even the marines who ride. Another marine watch was the Technical Assistant, sort of a roving troubleshooter who usually functioned as a

Mark Gelinas serves in a similar role aboard a U. S. submarine as Petty Officer Sam Jacobs does aboard the Buchannon. "Exercise" provides gamers with an informative example of what duty life is like aboard military craft.



gopher as well as performing minor repairs.

The watch was proceeding fairly uneventful until the Monitor Watch got excited. "Officer of the Deck," he said, "I am detecting neutrino emissions bearing 144.25 minus 30.225, estimated range: 1,000,000 kilometers."

"Aye. Try to get a better fix on it Monitor."

"Officer of the Deck, emissions are becoming stronger. Contact is probably a ship emerging from jumpspace."

"Very well Monitor." Then, turning to me, "Chief, sound General Quarters."

"Aye!" I replied, depressing the control for General Quarters. It was ship's standard operating procedure to go to General Quarters whenever a ship emerged from jumpspace. While this contact was probably the scout we were expecting, we would assume a ready status until we positively identified the craft as it could be unfriendly and we would not want to be unprepared. In engineering, drive technicians would be activating the secondary power plant, which was normally kept off line to lower fuel consumption and electromagnetic emissions. The extra power would let us use our full maneuverability and both batteries of lasers.

I readied and sent a transmission, a coded burst to minimize our emissions, to the *T. Nile* and the *Hatteras Kane*, our sister ships, to alert them of the contact. Seconds later, I received a similar burst from the *T. Nile*.

Meanwhile, behind me, the Tech Assistant had arrived and was removing vacuum suits from their lockers.

The Captain arrived on the Bridge and relieved the XO, who went to relieve the EOW. When my relief arrived I reviewed the situation, then went to Fire Control, just aft of the Bridge. A junior petty officer watched the system while the rest of the gunners donned their vacuum suits. The Chief was already present and, since he was almost finished donning his suit, I started to don my own. We left our helmets off, which allowed us to use the headsets. The headsets contain short range transmitters which send signals to units in the consoles which amplify and send them throughout the ship on secure circuits.

On the ship's public address system the captain announced, "This is the Captain. We are receiving a transponder code from the contact. Decoding should come momentarily."

"Bridge, Fire Control manned for General Quarters." I heard the Chief report behind me. Other stations were making similar reports. As I finished donning my suit, most of the gunners were making their initial weapons checks.

On my headset I heard the Captain say, "Fire Control, I have not released weapons for launch." Chief Corland acknowledged. Since the contact was transmitting a transponder code, it was probably a friendly vessel. On the public address system came, "This is the Captain. The contact is one of our scouts. Secure from General Quarters."

The off-watch section would be glad to hear that. It meant that they could go back to bed or continue off-duty pastimes. I quickly removed my vacuum suit, leaving it for the Fire Control watches to restore, and returned to the Bridge to relieve Petty Officer Richards, who had the position of Communications Operator during General Quarters. Richards was already copying broadcasts from the scout. Most of the messages were general information and news. The more important information would come later when the scout was closer. Since these messages were broad band radio transmissions, the other ships would also receive them.

After an hour of news, we started to receive mail in the form of encoded electronic messages. The codes were relatively simple and only intended for privacy. I noted that I had a couple of messages from home. I transferred them to a secondary terminal, decoded them, and quickly scanned their contents before returning my attention to the primary board. I commanded the computer to transmit messages we had. The scout would carry them back to the ship's home port for distribution.

An indicator flashed telling me that the scout was attempting to establish voice communications. I touched the TRANSMIT control, "Scout X-359, this is the *Katlin C. Buchannon*. Go ahead with your transmission."

"*Buchannon*, this is the *Penon*. Stand by to receive a message by maser."

I noted that the scout speaking had used their ship's informal nickname instead of its official designation. I replied, "Understand X-359, we require a few minutes to set up our antenna. I will call when we are ready."

They acknowledged and I set about work. We were using our maser communicator to keep in contact with our probe. I noted its projected course and instructed it to transmit by burst radio transmission if it detected any new contacts, then ordered the computer to redirect the maser antenna toward the scout. Moments later we were receiving their carrier signal. Determining that we had a good fix, I radioed, "X-359, this is the *Buchannon*. Standing by for maser transmission."

Seconds later we received a short coded message. I waited until the message had repeated twice before announcing to the scout, "X-359, *Buchannon* has copied your message. If you have no further messages, we will be breaking maser contact."

"*Buchannon*, *Penon*. No further messages. Have a nice patrol."

"Officer of the Deck," I reported. "We have an encoded message aboard and the computer shows that it requires manual decoding."

"Very well, Watch Chief," returned the Captain, who had retained the watch while waiting for the incoming message traffic. "Engineering Officer, have the Engineering Chief lay to the Bridge to relieve you so you

can assist in decoding."

The EOW responded to the order then directed the computer to locate and pass the order to the Engineering Chief.

Chief Simmons arrived after a short while, looking somewhat tired and none too pleased with this second disturbance in one off watch.

After the Chief relieved him as EOW, the Engineer and the XO went to the ship's office. Each had one combination to a dual combination safe which held the ship's code book and other Top Secret information. They returned a short time later with the message on the secure hand computer. The Captain read the message and keyed the computer for routing. The message read:

SECRET

From: Commander Patrol Squadron Four
To: All Vessels Operating in Toga System
Exercise Quiet Intruder
Exercise Commences 132-1107-0000UST
Exercise Terminates 136-1107-2400UST
Only exercise weapons authorized.

SECRET

Today was day 129 of the year 1107. We had a couple of days before the exercise began. However, those days would not be slack. The weapons department had a lot of work to do before that time in order to be ready. We would have to enter the cargo bay and prepare exercise missiles and load them into the magazine, replacing several tactical missiles. We would also have to make sure that we had our nuclear missiles properly located with their safety mechanisms attached.

My Chief came up to the Bridge, having been roused to read the message. We discussed the work schedule and decided that we would not start until my section came on again, which would allow everyone some time for rest before we started the work. That is, if the Captain didn't want to do too many General Quarters drills.

Zero hundred Universal Ship Time of day 132 seemed to come quickly. Nevertheless, ship and crew were ready. I was going off watch at the time, but didn't really expect to go to General Quarters during the next twelve hours. These exercises allowed a broad time for events, primarily to allow for the uncertainty of a ship's exit from jumpspace, but also to allow for uncertainty on the part of the ships involved, making the exercise more realistic.

As I expected, the other section's watch passed without event. My next watch passed as well, which brought us to day 133. After dinner I elected to get some rest in case the intruder or intruders arrived soon, the chances for which were definitely increasing as we were well into the exercise period.

The pulsing, electronic gong that sounded General Quarters woke me from sleep. I pulled on my coveralls and hurried up to Fire Control. Stepping into my vacuum suit, I asked the Chief, manning the master console, "What's the situation?"

"The *Kane's* probe spotted three contacts entering the system. They refused to respond to communications hail and they're running without transponders. Shortly after entering, they maneuvered into a "V" formation and headed for the planet. Both the *Nile* and we have set our probes on auto and are using the

maser to maintain secure communications. The *Nile* and the *Kane* are closer to the contacts and are maneuvering to intercept. The *Kane's* moving its probe closer for a better look. In the meantime, we are to maintain watch over the planet."

"Do you think any more ships'll show up?"

"You can never tell. I've seen exercises in which half a dozen ships or more would go up against two or three ships. They usually entered the system in several different groups. This group might be a decoy."

"Could be," I noted while looking at the relative positions in the holodisplay. I had my suit on except for gloves and helmet, which were close at hand, and assumed control of Fire Control while the Chief suited up.

Checking the status display, I saw that all four missile turrets had exercise weapons loaded. We had full power available to the lasers, though they were configured to a low power beam for exercise purposes.

As I turned my attention once again to the holodisplay, I saw our probe settling into an orbit about the planet below. The *Nile's* probe approached orbit further around the world. The probes would help us monitor the planet while the other ships were away.

"Chief, the contacts are changing formation," I announced as one of the legs of the "V" dropped back from the rest.

"They're probably trying to get the *Kane* and the *Nile* to split up," the chief observed.

The lone contact, now designated as C-2, had slipped well below the level of our sister ships. As we watched, we received, "Fire Control, Bridge. We have identified contacts C-1 and C-3 as 400 ton escorts. C-2 is probably a 600 ton freighter."

I started to suspect that more ships would arrive soon. It didn't seem likely that the Admiralty would try running two 400 ton ships against three 700 ton ships. Of course, the freighter might be a different type of ship acting like a freighter.

We were receiving probe data that the *Kane* was relaying when things started happening. First, one of the contacts, probably C-2, started a powerful radio jammer that cut all radio contact between the *Kane* and us. Next, the alleged freighter loosed a spread of missiles at the *Kane* and the *Nile*.

Then, to make matters worse, two freighters appeared where there was one before. I assumed they had launched a countermeasure device which gave off neutrinos and electromagnetic emissions identical to the those of the launching ship. We would eventually sort them out using the mass detector, but, in the meantime, their diversion would delay actions, possibly giving them the edge they would need to win this engagement. All we could do until they got close was simply wait and watch.

It may not seem like sound tactics to let two ships fight three while a third ship watched a planet. However, one must consider our mission in this system. The planet revolving below us is Toga, which, until recently, belonged to the Myrdan Corporation of the Imperium. Authorities discovered that the Myrdan Corporation was harvesting a certain plant from the world that had spores which were strongly hallucinogenic and quite illegal in the Imperium where they were selling them. The Imperium revoked Myrdan's charter and set up an interdiction patrol to keep other

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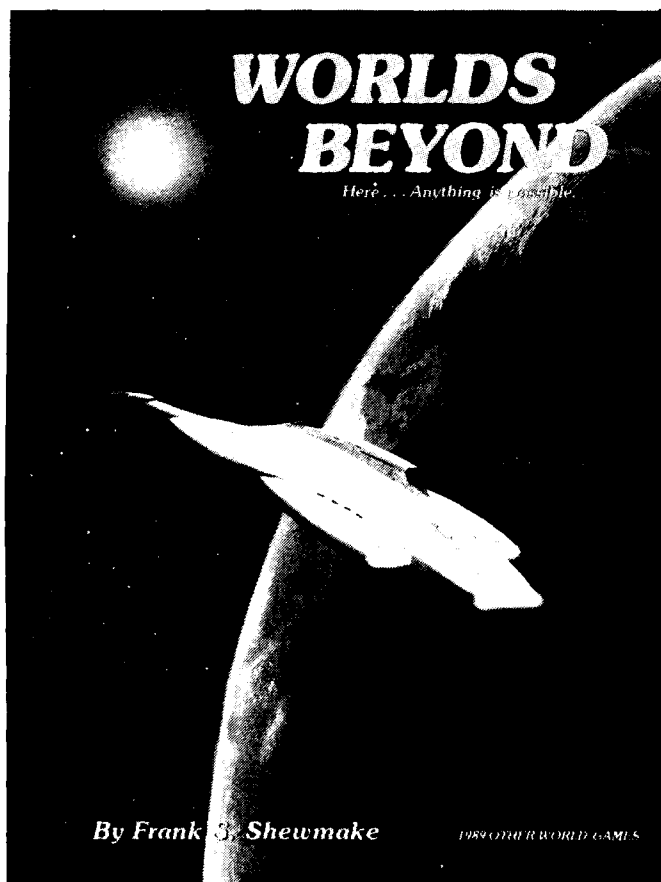
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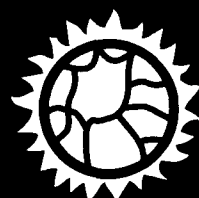
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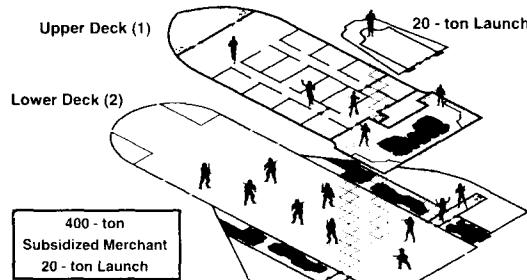
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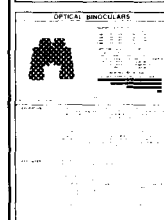
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enterprising individuals from attempting the same trick. Therefore, our primary mission is to prevent ships from landing on the planet unless authorized by the Imperium.

I turned my attention from the planet to watch the progress of the battle. The *Kane* and *Nile* had destroyed the missiles with laser fire. The *Kane's* probe was no longer maneuvering, which probably meant that it had been destroyed. One of the 400 ton vessels was now disabled, and the freighter was turning toward the planet. *Kane* and *Nile* were continuing to pursue the other intruder, apparently confident that we could handle the freighter.

The holodisplay showed the newest contact as C-4. Sensors identified this as a decoy probe, the one that had earlier looked like a freighter. Now that we had identified it, it would be of little concern unless it changed course to intercept one of our vessels, which would indicate that it probably contained a warhead.

The Captain ordered a course change in order to position our vessel between the approaching freighter and Toga. Then sensors detected a new neutrino source. I smiled, thinking that the exercise was suddenly going to get more interesting--and difficult. Another ship was entering the system.

A few minutes passed and then we received the report, "Fire Control, Bridge. Designate new contact as C-5. Sensor information identifies the contact as a 300 ton merchant. Wait, new information coming in... its power level is increasing..."

Suddenly, things got very crazy. C-5 turned on a high powered jammer which blocked our active sensors, which was unexpected as merchants do not carry jamming equipment, which is military gear. It took several tense minutes for us to pinpoint the contact with our mass sensor, which works in a passive mode and is not affected by jammers.

C-5 was increasing its velocity and changing its vector for entry into Toga's atmosphere. Our Communications Operator sent the standard warning message over several frequencies, but the message was disregarded or was lost in the electromagnetic noise that C-5 was producing.

The Captain waited to determine that the intruder was intent on a planetary landing, then passed, "Fire Control, Bridge. Exercise weapons are released for launch." With that message, Fire Control became very active.

At this distance, our lasers would be all but ineffective without active sensors. Chief Corland and I discussed our options and elected to use missiles with neutrino seeking guidance systems. Although they were more expensive than other guidance systems, the intruder could not jam them.

While the chief reported our decision to the Bridge and awaited approval, I selected neutrino seekers on my panel. In the missile magazine several decks below, machinery rotated the selected missiles into position to place them into the launchers. Approval followed quickly, and I commanded the magazine to load. That's when the first missiles hit the *Buchannon*.

I knew that the *Buchannon* floated in space like a thing wounded. The missiles that had struck us were not exercise weapons, but carried high explosive warheads. If they had been nuclear, the *Buchannon* would be an

expanding ball of radioactive gasses by now.

We currently had emergency power only. One missile had disabled our main power plant and caused the secondary plant to conduct a safe shutdown, but the drive technicians were working to get it back on line. Having a vacuum in the engineering spaces would hinder their efforts. So would the fact that we had lost two drive technicians. The explosion seriously wounded one, and Doc is treating him in sickbay. The other is missing, presumably blown out of the ship by explosive decompression. If he had his vacuum suit fully on, he might have a chance of survival. If not, he has long since died.

Another system which we'd lost was our sensor suite. Apparently, one of the missiles was a radiation seeker which made a direct hit on our sensor dome. Repairs were underway.

While the Chief assisted with sensor repairs, I supervised casualty control procedures in Fire Control. Power surges had severely damaged several of the consoles and set fire to some of the circuitry. The fires were extinguished, and we were trying to repair and reconfigure the consoles in order to get at least one functional. With the main power plant inoperable we would not have power for lasers. However, when the other plant came back on line, we would have enough to launch missiles.

Although this section had retained its airtight integrity, we had donned helmet and gloves after the first missile hit, and the atmosphere was being removed to prevent explosive decompression if we got hit again. This is a common practice for ships entering combat, particularly smaller ships like the *Buchannon*. However, for exercises, this practice was usually not followed unless directed by the message. I had a feeling that policy would change in the future.

Two decks below me, relative to the ship, the marine contingent was manually opening the vehicle bay doors. If the intruder did reach the planet, its crew would very shortly have company. With the ship damaged, I knew that the marines would be incited for a good fight.

Somehow, the crew of this offender had learned of our exercise, and was using it to attempt a landing on Toga. They had gambled on only one ship guarding the planet and had won. If their timing had been off by a few hours, they would have found a different situation. Of course, they could have feigned innocence and requested refueling at the gas giant. As long as they didn't make a hostile move, we would probably have allowed them to go their way. But this crew had clearly violated both common space regulations and the interdiction of Toga by attacking a vessel and attempting to land on the planet, and we had to make every effort to prevent it.

More time passed. Then, systems began coming back on line as the drive technicians restarted the secondary power plant. I looked at the holodisplay; the intruder continued its course for the world below. Its crew apparently believed they had disabled the *Buchannon* beyond the capacity to attack them; a mission kill in military terms.

We had only a precious few minutes to act before the intruder entered the atmosphere. The Navy would want that crew alive if at all possible for interrogation and prosecution, but if we disabled the intruder in the atmosphere it would probably crash. If it did manage to enter the atmosphere, we would have to send the

marines. On the other hand, if we launched missiles before the intruder entered atmosphere and missed or left the ship functional, it would be able to fire another shot at us and, with our lasers out of commission, we would have a very limited anti-missile capability.

I knew the Captain was deliberating the use of a nuclear weapon, which would likely destroy the intruder and kill its crew with radiation. It would certainly prevent the ship from entering the atmosphere, but the captain would have to justify its use to a Board of Inquiry. That is, if we survived to see one.

Our maser communicator had made contact with our probe. We had hoped to get active sensor information from it, but the intruder was still jamming active sensors.

"Fire Control, load all turrets with conventional warhead weapons. Use missiles with neutrino seeking guidance systems!" ordered the captain. He had made his decision.

I acknowledged the order and started my selection. As I entered the command, more trouble appeared on my console; a malfunction had occurred in the autoloader. "Torson, take over Fire Control and continue plotting launch trajectory. Dariel, come with me!" I ordered as I opened the door to leave. With the grav plates off, we floated weightless down the passageway aft to the lift. The lift would not function while the ship had limited power, but a hatch for such occasions lay close by.

Turning the handwheel slowly, I cracked the hatch to make sure there was no residual pressure in the deck below. If there was and I rapidly unlatched the hatch, the differential pressure would blow it open, seriously injuring anyone in the way. We pulled our way down to the next deck. Opening the next hatch in a similar manner, we quickly reached the lowest deck, closing the hatches behind us to maintain airtight integrity should the captain desire to pressurize any portion of the ship.

When we reached the magazine door, I called the Bridge using my headset, "Bridge, this is Petty Officer Jacobs at the magazine. Request magazine unlock sequence in order to enter and conduct damage control."

"Magazine, standby for unlock sequence on my Mark... Mark."

I entered the four digit code that I had, knowing that, on the Bridge, the Captain was entering his code. We both had to enter our codes within 15 seconds of each other or the magazine lock would not open.

When I felt the impact of the bolt releasing, I slid the door open and pushed myself inside and over to the local control panel. Switching the command function from remote to local, I began a diagnostic test to locate the problem. The loaders at the turrets worked, as did the conveyors which took missiles from the magazine to the turrets. Since the turrets still had exercise weapons in them, I commanded the loaders to unload them. Next, I turned my attention to the feed mechanism which moved the weapons from their storage racks to the conveyors. That was where the malfunction lay. A proximity explosion had buckled a deckplate and jammed the feed mechanism.

There was no way to repair the problem quickly. We would have to transfer the missiles from the racks to the conveyors manually. Dariel had anticipated that such action would be necessary and was already taking equipment from the handling locker.

The conveyors had arrived and Dariel

started removing the exercise weapons from them while I released the selected missiles from their racks. Hindered by vacuum suits, we moved as quickly as we dared. Of the 240 missiles carried on the *Buchannon*, only twelve of the conventional missiles had neutrino seeking guidance systems; enough for one shot from all tubes.

As soon as we had one turret's missiles on its conveyor, I commanded it to load. When the control panel indicated that loading was complete, I announced, "Bridge, we have completed loading turret three."

"Magazine, continue loading. We will launch as the turrets become available. The intruder is almost in the atmosphere. Petty Officer Jacobs, return to Fire Control as soon as all neutrino seeking conventional missiles are loaded," the Captain ordered.

"Aye, Captain." I replied into my headset microphone as I continued to work. A few minutes later, all the neutrino seekers were in turrets and I motioned to Dariel that it was time to leave. I secured the magazine door behind us and we retraced our path back to Fire Control.

As I pulled myself back into my seat I received a burst of information. Our probe was suddenly able to use its active sensors again, which meant that the intruder's jammer had shut down, which I hoped was because of a loss of power due to a damaged power plant. Calling up passive sensor data on their emissions, I noted that their neutrino count had dropped to virtually nothing. Active sensors indicated that the intruder had stopped maneuvering as well; another good sign that we had disabled it. However, it was also

possible that the intruder was trying to deceive us or attempting to shield itself from neutrino seeking missiles. Of course, all of the missiles that we launched had reached it by now.

Over the communications line, I heard the Captain order our Probe Operator to move the probe closer to the intruder. Since it was more maneuverable than us, it could rapidly close on the intruder while we maintained a reasonably safe distance.

As the probe moved closer, it began detecting smaller objects which were soon identified as debris. Moving into visual range, the probe sent back an image that grew from a point of light into a flattened, rectangular pyramid. As the image grew, I noted several irregularities in the otherwise smooth outline of the ship, which soon took the form of jagged holes in its hull. We'd hit 'em alright.

"Standby for maneuver!" the Captain announced on the all hands line. Without artificial gravity or motion compensators, we would feel the g-forces as the ship accelerated, and, as the thirty-second warning chimed, I strapped myself into my seat. When the maneuver drive engaged, I felt my body straining against the straps since I faced away from the direction of travel.

Minutes later, the Captain announced, "Boarding party, muster in the boarding lock." I knew that our ship had matched course and speed with the intruder and we were preparing to board it. This was the job of the marines, and one of the main purposes that we carried them.

After several minor course changes, reflected by the gentle motion caused by our attitude jets, I felt a soft jar as the two ships came together. I mused that the paint crews

were not going to be happy with the *Buchannon* when we returned to port. Then the order came, "Away boarders."

The marines were trained for an opposed boarding, and I was reasonably certain that would be the case with this intruder. Several marines, augmented by weapons department personnel, remained at the boarding lock to provide defense in case the intruder's crew managed to evade the marines and attempted to board the *Buchannon*.

More minutes passed. Then the announcement came, "The intruder is secure, and the marines have taken several prisoners. Secure from General Quarters!"

A search of the intruder revealed that it had enough material in its hold to set up a base camp on Toga. Its crew must have been crazy or desperate to attempt such a scheme. Of course, had they succeeded, they stood to make a lot of money.

Our probe was now searching for the missing engineering hand. The exercise merchant (actually a vessel from our own navy) had arrived and had also joined the search. The *Nile* and *Kane*, which had been a good way outsystem, had ceased the exercise as soon as they learned of the attack and were now returning to provide assistance.

As I was shutting down Fire Control systems I heard air starting to fill the compartment. The battle was over, but our work was just beginning. The crew had to get the *Buchannon* back in an operational condition if possible and prepare the ship to return to port. Regardless, we had several long weeks of work ahead of us. I knew this would be one exercise we would long remember! ★

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Katlin C. Buchannon

Mari Glane Class Patrol Frigate

Mark E. Gelinas

The Mari Glane Class

Original Procurement

Following the First Solomani Rim War, the Navy had a reduced need for starships. However, many vessels had been destroyed during the war, and many more were becoming obsolete as higher tech levels became more prevalent. In 1010, the Admiralty of Diaspora Sector sought bids on a vessel which could provide interdiction duty, requiring the following specifications:

- Vessel of 700 displacement tons or more.
- Vessel capable of operating on station for 60 days, allowing 14 days transit time and 7 additional days of operation to allow for errors.
- Vessel could operate on Maneuver 1 during its station time, but Maneuver 3 had to be available.
- Vessel capable of Jump 3.
- Vessel to carry troops for boardings and other interdiction functions.
- Vessel to provide at least 10 displacement tons for sub-craft, but such craft did not have to be provided.
- Vessel to be streamlined for wilderness refueling. Fuel purification plant required.
- Vessel to have one battery of lasers, but could use missiles as a primary weapon.
- If the vessel carried missiles, magazine to store a minimum of 10 battery rounds, and be capable of carrying nuclear weapons.
- Vessel to have EM Masking.
- Vessel to have a maser communicator.
- Vessel to have a full range of military sensors.
- Vessel to provide a high level of crew comfort.
- Final cost to be less than MCr 500.

Winning Bid

On 035-1015 the Admiralty awarded Jalen Shipyards of Libert/Diaspora the contract. Their bid was MCr 423.8 for the lead ship and MCr 381.4 for each additional ship in the class. The Jalen design met all specifications and exceeded them in the following areas:

- Design had 3 extra days of operating time.
- Had Maneuver 4 available to it.
- Allowed 20 displacement tons for sub-craft.
- Used missiles and allowed a magazine storage of 20 battery rounds.

The Imperial Navy named the class *Mari Glane* in honor of a recipient of the Starburst for Extreme Heroism, awarded during the Solomani Rim War. Others in the class are similarly named. The first hull number was FP 196.

First Flight

The *Mari Glane* left dry dock on her own power the first time on 073-1018. On 253-1018 she performed her first jump. She was commissioned on 001-1019 with LCDR Janet Frieland as her first commanding officer.

Class History

Construction of the *Mari Glane* class continued at a rate of one vessel delivered every six months. On 165-1019, the Navy commissioned FP 205, *Andrew Devlin*, which completed the contract with Jalen Shipyards. The Navy was pleased with the design and awarded Jalen with a contract for another ten vessels. In the meantime, other sectors saw the vessels and contracted other shipyards to produce the design. In all some 230 vessels of this class were produced. The last of this class, FP 425, *Charles Blackwell*, was commissioned at Jalen Shipyards on 045-1095.

Most vessels of the class performed interdiction duty, but several fought during the Fourth and Fifth Frontier Wars. Of the class, 53 remain in service with the Imperial Navy. Seven were destroyed during the wars, one is listed as missing in action, 40 were sold to client states, and the remainder were mothballed.

Roleplaying Suggestions

The *Mari Glane* class can be encountered anywhere in the Imperium, and in many places outside it. While their primary duty is interdiction, they may be encountered performing almost any duty a small escort vessel is called upon to do. This is especially true during the Rebellion era. With a growing need of functional vessels, interdiction duty will take a lower priority, and the *Mari Glane* class will be found in convoys, screening task forces, part of assault forces, planetary blockades, or other such duties. Also, many decommissioned vessels, including *Mari Glane* class patrol frigates, will be recommissioned as the rebellion wears on.

An interesting campaign variation would be to have a party of player characters as the crew of a *Mari Glane* class vessel. Perhaps they mustered out of the Navy or Marines and have been recalled to duty as the crisis continues.

Alternately, a faction could take a vessel out of mothballs and recruit a civilian crew for the purpose of privateering. Commerce raiding is an important part of the war effort, but vessels are not always available. A refurbished second line vessel with a civilian crew would allow such missions. The civilians would be granted a letter of marque against unfriendly factions, and would have some accountability to the sponsoring faction. Otherwise, the crew would be largely left to its own devices.

These are just a few suggestions, and are by no means comprehensive. In any case this vessel can serve as an opportunity or an opponent to a party of player characters.

The Katlin C. Buchannon

FP 423, *Katlin C. Buchannon* was among the last group of the *Mari Glane* class contracted by

the Imperial Navy to Jalen Shipyards.

First Flight

The keel for the *Buchannon* was laid on 083-1091. Assembled in orbit above Libert, she left dry dock on her own power the first time on 127-1093. On 315-1093 she performed her first jump. She was commissioned on 062-1094 with LCDR Maria Gionelli commanding.

History

After commissioning, the *Buchannon* was assigned to Diaspora Patrol Squadron Four based at Quota (Diaspora 0511). The squadron's primary duty was to patrol the system of Ferry (Diaspora 0512), an important X-Boat nexus, and provide interdiction duty in the system of Toga (Diaspora 0113). As part of the squadron, the *Buchannon* rotated between patrol and interdiction duty.

In times of peace, the majority of vessels go through their service lives without seeing any action. The *Buchannon*, however, was one of the exceptions. In 1107, the *Buchannon* was performing interdiction duty at Toga. During the tour, she was damaged in a battle with an intruder, and spent several months in the yards for repairs.

In 1113, while transiting from interdiction duty to base, the *Buchannon* interrupted an act of piracy and destroyed the pirate vessel. The Marine contingent took ten of the pirates prisoner. For its actions, the *Buchannon* was awarded a Meritorious Unit Citation by Sector Duke Simon Shaniip.

In 1114, the *Buchannon* was transferred to the Narquel Colonial Fleet, and was based at Narquel.

Current Situation

When news of the assassination reached Diaspora, the Sector Admiral had a hunch that the Solomani would invade. She knew that she would have to take radical measures to keep Diaspora free of Solomani control should they reach the sector's borders. One of her measures was to bring many of the ships of the colonial fleets under the direct control of her command. Unfortunately, an ineffectual Sector Duke Eneri, who had only recently replaced Shaniip upon his death, was unable to keep the sector cohesive. Consequently, the sector shattered into duchies, counties, and individual worlds.

As part of the Admiral's efforts to keep the Starlane, a vital supply line, open between Core and the besieged Imperial forces at Vega, the *Buchannon* patrols the systems in the vicinity of Narquel. Although far from the Solomani front, the Starlane is subject to frequent, deep penetration raids by the Solomani in their efforts to cut this supply line.

Commanding Officers Of The Katlin C. Buchannon

Name and Date assumed command

- LCDR Maria Gionelli 063-1093
- LCDR Brenda Lynar 094-1096
- LCDR Khugi Kheladigash 023-1100
- LCDR Paula Shakhaimda 345-1103
- LCDR Peter Harrison 116-1106
- LCDR Munush Zanzibar 132-1109
- LCDR Wendy Riigikugarsa 210-1112
- LCDR Norris Baker 077-1114
- LT Jeri Wakami 183-1117

Mari Glane Class

– Deck Plan Description –

UPPER DECK

1. Bridge. Control center of the vessel. Clockwise from the port aft side are stations for communications, pilot, navigator, and engineer. The fifth couch in the middle is for the Commanding Officer or Officer of the Deck. Because it controls the ship's maser communicator, the comm station includes probe control. The pilot, navigation, and engineer stations have heads up holodisplays.

2. Computer Center. The bulk of the three model 5 fiber optic computers is located here, plus a workstation and extensive peripheral equipment support.

3. Fire Control. The six consoles control all ship's weapons. The aft four consoles control the two missile batteries, the laser battery, and the sandcaster battery. The forward two are master consoles with heads up holodisplays for the chief and assistant chief of fire control. All consoles can be reconfigured to fire any battery, but for routine operations, the battery is already selected. This reduces response time when battle stations is called away.

4. Captain's Stateroom. The most comfortable on the vessel, as befitting the Captain's position.

5. Captain's Office.

6. Sick bay. This area is surrounded by bulkheads to allow pressure to be retained here if other areas of the ship are depressurized. There are three treatment beds, a fresher, and a small computer station.

7. Stateroom. Usually reserved for the ship's Medical Petty Officer. Small vessels such as this do not normally carry a Doctor, but medical petty officers are well trained, and can perform a wide variety of medical procedures.

8. Stateroom. Usually used by the ship's Executive Officer.

9. Stateroom. Usually used by the ship's

Engineering Officer.

10. Ship's Office. Administrative functions are conducted here. Often referred to as the XO's office because the Executive Officer does most of these duties. The aft bulkhead has an access panel which opens to the Sandcaster Turret Access (turret mounted dorsally). A hatch outside this space leads down to the middle deck.

11. Wardroom. A space for the ship's officers to eat and relax. There is a small area for food preparation.

12. Engineering. Fuel purification plant is forward, maneuver drives to port and starboard, jump drive to aft. A hatch in the forward port corner leads to middle deck engineering.

13. Secondary Power Plant. Although larger and capable of more output than the primary power plant, this plant is operated only when the ship enters battle. The hatch on the deck is the only access.

14. Primary Power Plant. This plant provides the ship's routine operating power and operates at all times except when the ship is connected to shore power or is down for maintenance.

MIDDLE DECK

15. Cargo Bay. Space for 44 displacement tons of cargo. On the deck near the forward end is a hatch for Laser Turret Access. Bay doors open forward, to the port and starboard. The hatch in the forward bay door can be used by the Marines in assault boardings.

16. Port Life Support. Part of the ship's life support equipment is located here. Access is by maintenance panel only.

17. Starboard Life Support.

18. Stateroom. Contains bunk, fresher, storage space, and computer terminal.

19-28. Staterooms.

Identical to 18.

29. Port Air Lock. Most entries and exits are through this, the largest air locks. Six emergency vacc suits are in this space.

30. Ship's Locker. Secure storage for sensitive equipment. The naval crew's weapons are kept here.

31. Crew Lounge. The hatch adjacent to space #27 leads to the upper deck, while the one forward of the lift leads to the lower deck. The lift

shaft connects all three decks.

32. Starboard Air Lock. Smaller lock used if the ship has to dock to a vessel on its starboard side. Four emergency vacc suits stored here.

33-36. Turret Access. Maintenance access to the four missile turrets.

37. Maneuvering. Workspace and monitoring stations. Engineering control can be transferred here in event of an emergency.

38. Engineering Air Lock. Used for engineering maintenance work.

39. Middle Deck Engineering. Similar to 12, but with no fuel purification plant. A workbench with electronic, mechanical, and metalworking tools is located aft of maneuvering. With stock metal carried on board, engineers can fabricate some replacement parts. The hatch in the forward port corner gives access to all levels of engineering. This is the only level of engineering which can be reached from the forward end of the vessel.

40. EM Mask Equipment.

41. Second. Power Plant. Similar to 13.

42. Primary Power Plant. Similar to 14.

LOWER DECK

43. Accessway.

44. Vehicle Bay. Allows 20 displacement tons of subcraft. Vehicles are drawn from vehicle pools according to the specific mission, but are usually for the ship's marine complement, who operate and maintain them.

45. Marine Ready Room. Marines assemble here for briefings, instruction, assault preparation, and other such purposes. Unofficially it often serves as their lounge. The marines' weapons are kept here, and the room is manned by a marine watch.

46. Marine Bunk Room.

47. Missile Magazine. Holds 240 missiles, enough for 20 rounds of fire in addition to the round stored in the turrets. The magazine is shielded to allow storage of nuclear weapons, though, for most patrol duties, this vessel carries very few nuclear warheads. Feed mechanisms move selected missiles to the turrets.

48. Eng. Lower Deck.

Similar to 12.

49. Second. Power Plant. Similar to 13.

50. Primary Power Plant. Similar to 14.

Mari Glane Class Patrol Frigate

CraftID: Patrol Frigate, Type FP, TL 15, MCr 423.8

Hull: 630/1575, Disp - 700, Config - 4SL, Armor - 40 G, Unloaded - 7309 Tons, Loaded - 8511 Tons

Power: 14/18, Primary Fusion - 2466 Mw, Duration 82/252 29/37, Secondary Fusion - 5166 Mw, Duration 7/21

Loco: 104/139, Maneuver - 4, 38/50, Jump - 3, Cruise - 750 KPH, Top - 1000 KPH, Max Accel - 4G, Agility - 0

Commo: Radio - System x 1, Maser - Planetary x 1

Sensors: EM Mask, Densitometer - 250 Meters x 1, Neutrino - 10Kw x 1, PassiveEMS - Intestellar x 1, ActiveEMS - FarOrbit x 1, ActObjScan - Rout, ActObjPin - Rout, PasObjScan - Rout, PasObjPin - Rout, PasEngScan - Simp, PasEngPin - Rout

Off: Missiles - x05, BLaser - xx4

Batt	2	1
Bear	2	1

Def: DefDM - +6, SandCaster - xx4

Batt	1
Bear	1

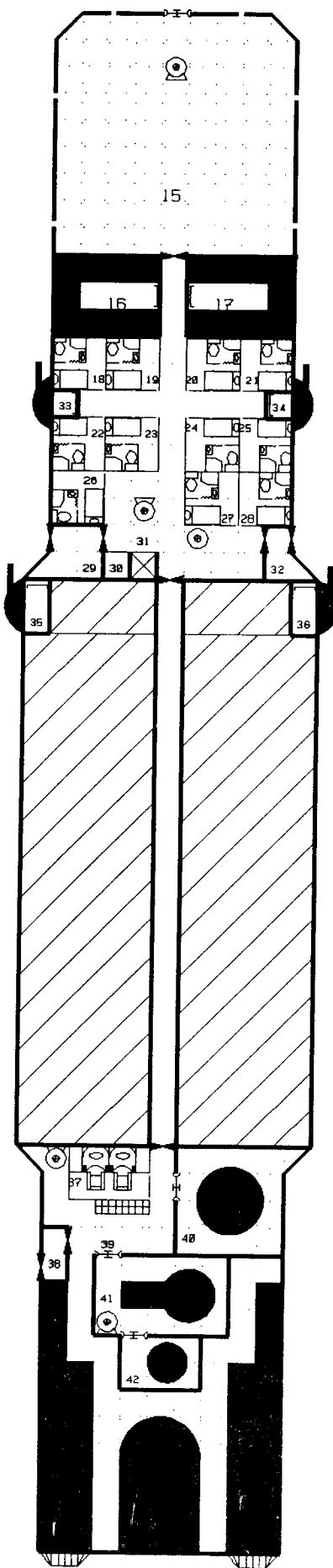
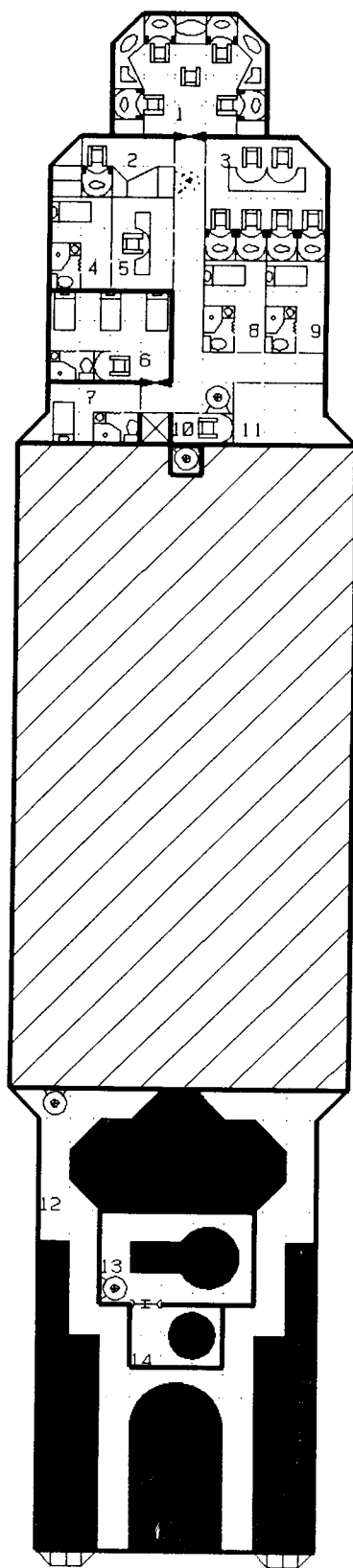
Control: Computer - 5 Fib x 3, Panel - HoloLink x 268, Special - HeadsUp x 5, Environ - BasicEnv, BasicLS, ExtLS, GravPlates, InertialComp, Air Lock x 3

Accomm: Crew - 23(Bridge - 2, Engineers - 3, Gunnery - 6, Troops - 8, Command - 3, Medical - 1), Staterooms - 3, Small Staterooms - 12, Bunks - 8, SubCraft - 20 displacement tons allowed

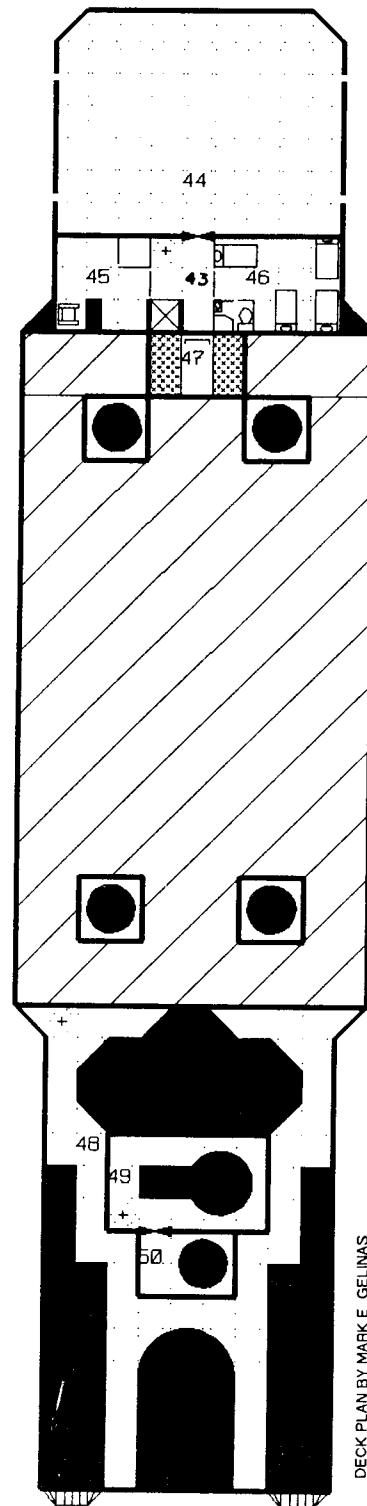
Other: Cargo - 594 KI, Fuel - 4810 KI, Purify - 12 hours, Magazine - 240 Missiles(20 BatRounds, Nuclear Cap.) ObjSize - Ave, EMLevel - Faint

Designed as an interdiction vessel, the *Mari Glane* can operate 84 days on its primary power plant. That allows one week to reach station, 60 days on station, and 17 days to return to base. The vessel's primary weapon is the missile, which requires much less energy than the power hungry beam laser. The result is that even with the vessel operating at its lower power level, it still has quite an offensive punch. The naval crew is provided with individual staterooms to make long patrols more bearable.

– Deck Plan –
Mari Glane Class
Frigate



Hatch aft of 10 is UP ONLY.
Hatch aft of 27 is UP ONLY.
Hatch between 2 and 3 leads
to Upper Missile Turret.



DECK PLAN BY MARK E. GELINAS

Torg

Roleplaying The Possibility Wars

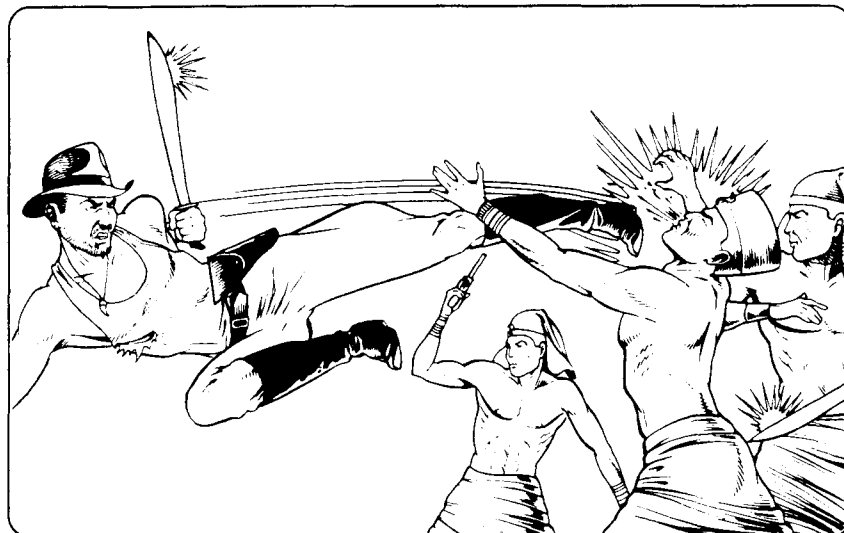
Boxed. 144 pg rule book, 80 pg World Book, 48 pg Adventure Book, Drama Deck, 20-sided die, 16 pg "Infiniverse" newsletter. \$30.

Game Design: Greg Gorden. **Additional Design:** Douglas Kaufman, Bill Slavicsek, Christopher Kubasik, Ray Winninger, Paul Murphy. **Cover Artists:** Daniel Horne, Paul Jaquays, Tom Tomita. **Interior Artists:** Timothy Bradstreet, Bob Dvorak, Rick Harris, Francis Mao, Alan Jude Summa, Valerie Valusek, Tim Wright.

Publisher: West End Games, RD 3 Box 2345, Honesdale PA 18431

The latest arrival to the gaming community by West End Games, *Torg* promises to become their next success. The game itself and the story that it encapsulates is one of the most interesting and original that I have encountered in quite a while, and in many instances proves to be a real mind-bender. The story is set within our near future in which the Earth's very reality becomes the subject of an attack by invaders from other dimensions, cosms or realities. This invasion, and the war which follows, sets the stage for one of the best multi-genre systems that I have ever seen; providing the referee and players with the potential of journeying through the realms of horror, fantasy, primitive high adventure, high tech espionage, pulp adventure, and the paradoxical, mind-bending reality of the cyberpapacy, in which technology is the center of a grim and oppressive religion where the cyberpope and the GodNet computer rule supreme.

In terms of clarity, flexibility and playability, the rule system is a real hit; especially for those who are already familiar with West



End's other success, *Star Wars*, who will find this system refreshingly familiar in its structure and design. The game leans heavily towards melodrama, which seems to be a trademark for many of WEG's games.

Both inside and out, the game is aesthetically very appealing; the art, layout, and editing are all very clear, well placed and unencumbered by the usual page constraints which invariably cause crowding and confusion. *Torg* also incorporates a new innovation for the world of roleplaying called the Drama Deck, which is used to mimic the ebb and flow of action withing the adventure, and provides one additional element of random probability within the course of an adventure. The deck is an excellent addition to the world of *Torg*, and greatly enhances the game's overall sense of the melodramatic.

Torg is well presented and excellent in many respects save for one, and that is the content of the **World Book**, which contains both the character templates which the players use to modify and create characters, as well as information pertaining to each of the various cosms presented in the game. Of the 24 character templates provided, I found none of them desirable enough to want to play, nor would I recommend them to any of the players in my group, unless they had no experience in roleplaying; and then I would only recommend them as a first run, trial character until they got the feel of how the game is played. With the system provided, players can create far more interesting and imaginative characters than those provided. The expense of time and energy to create them will prove to be well worth it.

As for the informational content of the **World Book**, it is here that the achilles heel of the game is found. The fault in question... there simply isn't enough material included to have a concrete understanding of how each cosm operates. Ironically, the editors of *Torg* point this out themselves within the **World Book's** introduction, "The complexities of the Possibility Wars and the

invaders' realities... can only be touched upon in this book." And in keeping their covenant with the reader, that is all they do. It seems unfortunate to me that a game which boasts of infinite genre cross-overs would engage in such an obvious betrayal to the aspiring referee and players who attempt to pursue adventure within the world of *Torg*. This would not prove to be such an issue if the production dates for future world book supplements would be soon forthcoming. However, this is not the case and many of the future source books are not scheduled to come to press until 1991.

To atone for this, the editors of *Torg* have provided the "Infiniverse," a news letter to which players of *Torg* may subscribe. Contained within this news letter is additional information on the infiniverse, additional story elements for each cosm and other playing aids. A complimentary first issue is included with the *Torg*boxed set.

On the whole, *Torg* is a fine game. It's rule system and story are both unique and exciting; a package well worthy of the purchase.

— Aubrey Forest Melchert

REVIEW IN BRIEF

TORG=3.5

Game Complexity: *Moderate*

RULES=3.4

Clarity-3.7 Realism-2.8

Flexibility-3.4 Playability-3.5

DEVELOPMENT=3.5

Background-3.8 Technology-2.8

Scenarios-3.8

PRODUCTION=3.5

Cover Art-3.9 Interior Art-3.0

Layout-3.5 Editing-3.5

Charts-3.8 Record Forms-3.5



Torg art copr. 1990 West End Games

Buck Rogers XXVC

Buck Rogers In The 25th Century Rolegame

96 pg Character Creation & Combat Book, 64 pg World Book, 32 pg Equipment Book, 4 22x34 maps (2-sided), 24 full-color cards of ships, planet maps & major characters, one sheet die-cut counters (ships & markers), referee's screen, plastic ruler, dice. \$24.95.

Design: Mike Pondsmith. *Development:* Kim Mohan. *Artists:* Continuity Studios & Rob Caswell.

Publisher: TSR Inc., PO Box 756, Lake Geneva WI 53147

BACKGROUND

Today's science fiction reader seems to have lost much of the sense of wonder of yesterday's "gosh wow" fan. Dystopias, worlds in which everyone is corrupt and life is a living hell, was very popular in the sf community a few years ago, and has now become a new hot gaming genre. In a valiant effort to merge this "downer" genre with a recognition of the nobilities of humankind, that classic cliché of futuristic heroism has returned. *Buck Rogers* proved to be a popular board game, and now he brings a breath of hope to rolegamers too.

LAYOUT & COMPONENTS

The layout and presentation are, perhaps, too simplified, though this does make it easier for the inexperienced rolegamer and GM to absorb the rules and storyline. An index, essential in any set of concepts or precepts, is missing. This is a fault of most rolegames, but it's inexcusable for introductory games. The rulebooks are broken apart as specified above, which makes it easy to hand background or technical information to players during a game. The books and other components are of a superior quality. The maps are colorful and clear, and accurate to my limited knowledge. The 9x12 cards are a special treat, especially the NPC cards. The artist(s) based the drawing of Buck on Larry "Buster" Crabbe, complete with blonde hair -- worth extra points in *this* old fan's opinion! Each character has their statistics listed on the back of each card, making it easy to compare "ideals" with players' skills and statistics. 32 ship counters and a whole buncha' markers permit you to play a space-ship combat wargame on one of the maps.

GAME MECHANICS

"It was the best of times, it was the worst of times." Dickens might well have written "It has the best of game mechanics, it has the worst of game mechanics." *Buck Rogers XXVC* uses the *AD&D* game character creation and combat systems. That's right, character classes, armor classes, and all the inherent limitations thereof. Realistic rolega-

mers (fans of *RuneQuest*, *ElQuest*, *GURPS*, *MegaTraveller*, *2300 AD*, etc.) deplore this system for its unrealism, its inconsistent combat systems, and its plethora of charts. D&D fans prefer it for several reasons, not the least of which is that everyone in the entire gaming world seems to be familiar with it. Though it doesn't encourage role playing, nor is it truly skill-based, its popularity cannot be denied.

But does it *fit* with a science fiction game? Well, yes and no. There is something mindless in picking a character class in a realistic setting.

But designer Pondsmith saves this with the inclusion of a skill system similar to, but better, than the proficiency system which was added to *AD&D*. Players of *GURPS* or *The Fantasy Trip* will recognize some of this, but that's no condemnation. Skill checks make for a faster-playing, more realistic game, and the science aspects of the game are brought to good use.

Armor class seems less foolish in *XXVC* than in *AD&D*. Perhaps the main reason is that rayguns and bullet throwers really do lend themselves to "clean misses," unlike swords and knives. And perhaps we'll actually see less

"character inflation" (You remember them, don't you? The *AD&D* 100th level half-elf cleric/fighter/thief/magic-user with the Sword of Killing Everything--to use but ONE example!) than *XXVC*'s parent game has been diluted with. The reason is that experience levels are clearly spelled out this time. When one reaches a certain experience point amount, one can advance one's character (only *between* adventures!) by actually *spending* those points. Once spent, those points are not there, and must actually be earned all over again. Still, as in *AD&D*, it does seem strange that characters can improve skills such as Botany by earning points in hand to hand combat situations.

WHAT I LIKED

The background, mostly. The new Buck Rogers mythos is as exciting as the original *Armageddon: 2419* (a novel each SF fan should read at least once) and the first several years of the comic strip. The new novels (which TSR also publishes) do a marvelous job of giving a spin to the depressing dystopian novels which were such a burden on the bookstands for awhile.



Buck Rogers XXVC art copr. TSR, Inc. 1990

RATINGS

4 = Excellent 3 = Good
2 = Fair 1 = Poor

REVIEW IN BRIEF

BUCK ROGERS XXVC=3

Game Complexity: *Low*

RULES=2.8

Clarity=4 Realism=1

Flexibility=3 Playability=3

DEVELOPMENT=3

Background=4 Technology=2

Scenarios=3

PRODUCTION=3.2

Cover Art=4 Interior Art=3

Layout=4 Editing=3

Charts=3 Record Forms=2

The game gives the same feeling. Yes, the solar system has degenerated into a sorry state by the 25th century—but the game

absolutely depends on the premise that the characters will make differences. Freedom from want and freedom of choice are integral parts of the game rules, and should be integral parts of every campaign using them.

The maps are colorful and useful; the ref's screen is, at least, servicable. The NPC cards are an especial delight for the Buck Rogers fan. Despite the fact that I like the large poster size, I hope TSR releases smaller, playing card sized versions of Buck, Wilma, Ardala, Kane, and the gang.

WHAT I DIDN'T LIKE

It's no secret that I have no love for the *AD&D* system. I was very disappointed that TSR chose to use this antiquated combat system(s) for America's Premiere SF Hero. The Technology Book is *way* too short; obviously a supplement (more money!) is in the works. And I really wish it was mandatory for all games to include an index!

SO...WHAT ABOUT THE GAME, THEN?

Just because it's Buck Rogers, every true SFan should own a copy. The background information alone is invaluable to keep track of the twists in the series of novels. As a game, its greatest weakness (the *AD&D* system) is also a great strength. Any gamesmaster worth his salt is a master at adapting *AD&D* statistics to other systems. People who play *GURPS*, *Space Master*, *Space Hero*, *MegaTraveller*, or *2300 AD* should have little or no difficulty in translating *Buck Rogers XXVC* to their favorite rules. With the cards, the maps, the counters, and the background material, I bought it -- despite my dislike for its game system. And if you have a liking for the *AD&D* system, *Buck Rogers XXVC* might well be the space opera game you've been looking for.

— *Chester Cox*

Words to game by



Jerry Campbell

Theodore Sturgeon is often quoted as saying that 90% of all SF is garbage. Personally, I think he was being too conservative. Much of what I've seen and read recently would dismay all but the most stalwart fan of the genre. I have this belief that science fiction is based on *science*, and that *good* fiction tells a story, with character development and the whole nine yards. Now, while the battle of the genders, sex (zero-G or otherwise), combat and conflict, and just plain old "gee whiz" stuff all make interesting topics, tales about them, if not well crafted, do more damage to both the subject and the genre than would have been done if nothing at all were written. This from personal experience as both a writer and a reader.

A couple of recent releases have done much to restore my faith that good SF storytelling isn't dead. Not surprisingly, both are published by Baen Books, a publishing house that seems not to believe in sacrificing quality for quantity

Rolling Hot

By David Drake. 1989 Baen Books. Pbk, 280 pp. \$3.95.

David Drake has the distinction of being one of the very few combat SF writers who has actually seen combat. His experiences as a tanker in Vietnam are often translated into some of the most outstanding SF on the market. His "Hammer's Slammers" series, about a mercenary armoured brigade in the future, has long been a source of ideas on how to realistically operate high tech armor in a gaming scenario. The latest "Slammers" book, which I believe is the fourth or fifth in the series, is probably his best so far. Those who remember the 1968 Tet offensive will have no trouble seeing where the source ideas came from. Fast-paced, clearly described battles, and believable characters make this book pur-dee fun to read. No GM worth their dice will be able to go through this book without a few chuckles when the ideas start to pop up. This one stays in the keeper section of my library.

Man-Kzin Wars II

By Dean Ing, Jerry Pournelle & S. M. Sterling. 1989 Baen Books. Pbk, 306 pp. \$3.95.

Back in the mid-'70s, Larry Niven created his "Known Space" universe and populated it with, among others, a highly aggressive, Bushido-like feline race known as the Kzin. The years of contact/conflict between them and Humanity made for several good tales by Niven. By his own admission, Niven has a hard time writing combat SF, preferring to work in the realm of "gee-whiz" hard science. So, he opened up his universe to other writers to focus on the wars between Man and Kzin. This book is the second installment, and, I think, the better of the two, if for no other reason than, here, all the stories are fresh. The first *Man-Kzin Wars* contained a story by Poul Anderson that was nothing more than the original ETs replaced with Kzin. an old

story by Niven, and a terrific story by Dean Ing. As you can see in the credits, Ing is back with a continuation of his story from the first book, and it's EXCELLENT! The story by Pournelle and Sterling is no slouch either. If you want some realistic "cats" in your game scenarios, grab this one, and consider searching out the first of the series. By the way, the Ing stories have recently been compiled into one volume (they really are that good) titled *Cat House*, also from Baen.

The Warlock In spite Of Himself

By Christopher Stasheff. 1984 Ace Science Fiction. Pbk, 378 pp.

Though a few years old, this one's been reprinted often enough to still be easily found or ordered at any bookstore. The story premise is: Rod D'Armand, scout for an organization attempting to find "lost colonies," lands on a world that, by definition, is a bit odd. To begin with, the entire planet, except for one very large island, is in the Carboniferous Era stage of development. The island, however, has Terran flora; oaks, grasses, and the like. Closer examination shows it to be occupied by humans, with architecture and dress straight out of the Middle Ages, *all* the Middle Ages! His first encounters with the "natives" entail witnessing a coven of story-book style flying "witches" and being abducted by Elves, also of the fairy-tale kind. From there the story gets interesting. What Rod soon discovers is a "lost colony" of psi talents, some quite powerful, smack dab in a society set up by a bunch of S.C.A.ers that had fled Earth. For the uninitiated, S.C.A. stands for "Society for Creative Anachronism," an organization that recreates (more or less authentically) the Middle Ages.

If you've ever had a time trying to game psionics, this book (and the others in the series) will serve you well in giving you ideas of different psi talents and how they work. It's also a good treatment of low-tech feudal society ★

STARLANCE ORDER PAGE ◇ STARLANCE ORDER PAGE



Voyages SF 7 \$1.00

MegaTraveller: Bird Of Prey-Part 1; The Shattered Imperium. **Star Wars:** Anatra Dora (plans); Carrier Assignment (adven.); Modified Space Combat (rules). **SpaceMaster:** Linguistic Ties.



Voyages SF 8 \$1.50

Star Wars: Rebel Justice (adven.); Star Maps. **MegaTraveller:** Kfangu Fighter; Cryogenic Surrender (adven.); Hull Damage (rules); Ancient Science Of Shrinking. **Space 1889:** Americans In The Ether (plans); Military Dress. **Other:** Beyond The Looking Glass.



Voyages SF 9 \$1.50

2300 AD: The Kafer Connection (adven.). **MegaTraveller:** Bird Of Prey-Part 2; Petersburg (fict.). **Cyberpunk/Gurps Space:** Vampires In Space?! **Star Wars:** A World In Revolt (adven.). **Other:** 3D Distance Calculations.

Voyages SF 10 \$2.50

Gurps Space: Red Sun Black Death-Part 1. **MegaTraveller:** Images Of The Shattered Imperium (art); Zidhaedz Close Escort (plans). **SpaceMaster:** Spacial Delivery (adven.). **Star Wars:** S400 Police Vest. **Review:** Albedo RPG.

Voyages SF 11 \$2.50

Star Wars: A Day At The Auction (adven.). **Star Trek:** Ships Of The Fleets (art). **SpaceMaster:** Silk Scorpion (plans). **Gurps Space:** Red Sun Black Death-Part 2. **Reviews:** Worlds Beyond; High Colonies; Star Wars Galaxy Guide series.

Voyages SF 12 \$2.75

MegaTraveller: Stealth Aircraft; Finders, Inc. (fiction). **Star Wars:** Hide And Go Seek (adven.); Long Term Star Wars; Guide To Blaster Weapons. **Star Trek:** S-16 Patrol Shuttle. **Reviews:** Morpheus, Cyberspace, Armored Assault.

JUMPSPACE

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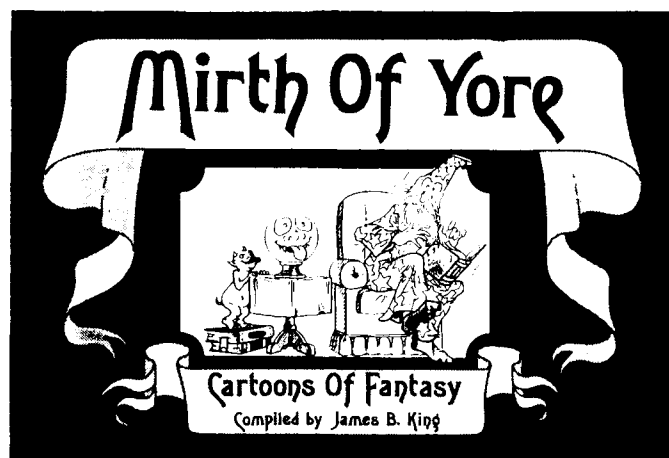
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Traveller has been my game of choice for years, rivalled only by *Glorantha* *Runequest* for versimilitude. But *Traveller* lacks one thing--and that one thing is found in *Runequest* itself and in, of all places, Chaosium's *Call Of Cthulu*. The twin concepts of Power and Sanity form the only real belief system in rolegaming, and work far better than the idea of any "determination roll". The rationale behind the attribute of Power is that it represents your inner spirit; your soul, if you will; that which permits *Runequest* characters to perform magic. The amount of Power (soul) your character has directly relates to how sane he/she is--Sanity Points. Sanity Points can be lost, phobias can be gained, and characters can be changed forever.

Since most SF games assume that player characters will never meet Cthulu types, this question isn't addressed in most rules. John Campbell's "Who Goes There?" or the *Alien* movies quickly dispells that illusion. Besides, ol' H. P. Lovecraft indicated that his Elder Ickies inhabited planets within our solar system. It's a safe bet that they'd move further away in a few centuries, and also that humanity would eventually catch up.

One doesn't even need to have the Funky Fungus from Fuscous attack to check for Sanity. Stress, over a period of time, would be an excellent reason to run Sanity Checks ("Cap'n, ye haen't taken a shore leave in months, and ye've been dead on yaer feet wi'out sleep for nine

Sanity In Space

Applying Sanity To Traveller.

Chester Cox



Phil Morrissey

days!") Sudden, violent death of a close friend, claustrophobic feelings (spaceships are terrific for claustrophobes!), reading the Necronomicon (it's still around?!), or waking up to find a Hiver in bed with you are also different examples of sanity destroying incidents.

Hopefully, I've proved to you how desperately you need the Sanity characteristic in your SF game. Now I'll tell you how to introduce the attribute onto the character sheet. We'll use *Traveller* for an example, but it will show how to adapt it for other rules systems.

Since I've defined Power as that quality which is defined by our total selves, or spirit, we'll add up the attributes which are truly ours. Social Standing and Education are things which we get, partly or wholly, from others. Only Strength, Intelligence, Dexterity, and Endurance are our own, so add only these four traits together.

You now have two other choices. You can leave the total as it is (as an example, let's say it comes to 32), and play Sanity exactly as one would in *Call Of Cthulu*. You would use percentile dice for Sanity Checks, and D4, D6, D8, etc., to take Sanity away. If you prefer to keep with D6 only, you can instead use the average. In this case, divide the total by four to give you a Sanity of eight. Your players will become amusing cowards, fearful of anything which might take even one point of Sanity away!

I've described *Traveller* characteristics and dice usage, but it

works with other systems as well. Add the physical and mental attributes together, and either use the total or use the average. Call the new attribute either Sanity and Spirit, use either the many dice, or just six-sided dice, and have at it.

For a more complete description of Sanity and how it can effect your character, you need to read the rules to *Call Of Cthulu*. You must. After all, even at the other side of the universe, Cthulu is watching. ★



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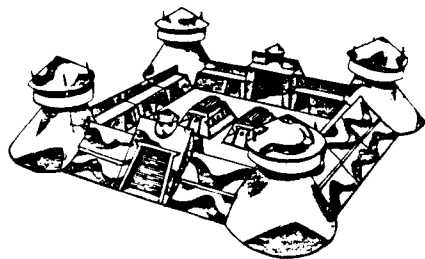
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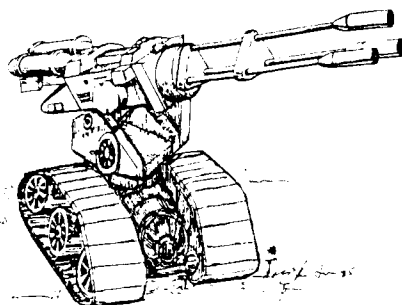


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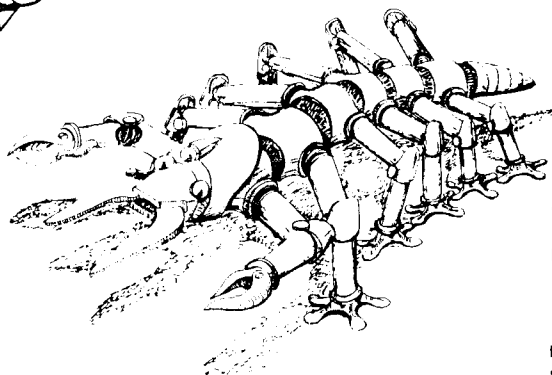
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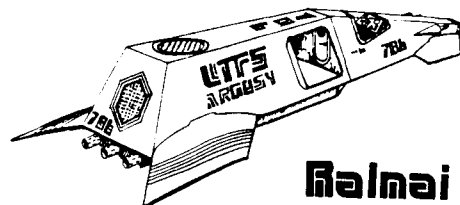


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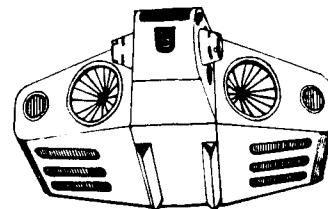


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